

**25 EXCLUSIVE PLAYSTATION DEMOS!!** 

METAL GEAR SOLID, SOUL REAVER, ROLLCAGE, A BUG'S LIFE, GRAN TURISMO, WIPEOUT 2097, ACTUA POOL... PlayStation

Official

Australian

# PlayStation™ Collection

PlayStation  
Magazine

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OF

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and rated!

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Lara Croft and  
Wipeout 3 posters

**SORTED!**  
16-Page tips  
supplement

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THE BEST!**  
Review, tips  
and demos  
of all these:

Ridge Racer 4  
Soul Reaver  
Rollcage  
Gran Turismo  
Metal Gear Solid  
Cool Boarders 3  
A Bug's Life  
Wipeout 2097

**The New Face of PlayStation**  
Everything you need to know about PlayStation 2

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**HELLO THERE!** WELCOME TO AUSTRALIA'S MOST EXCITING PLAYSTATION MAGAZINE YET!

"So why's that then?" you may ask. "Surely they all say that?"

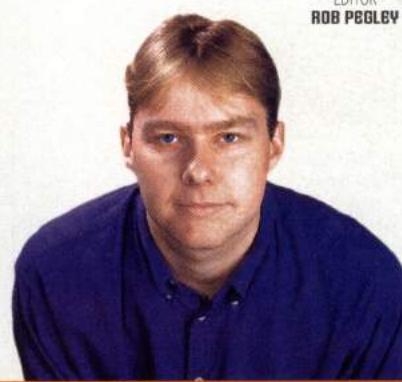
Well, yeah, they do. Editors' introductions are notorious for being full of platitudes and congratulations on why you've bought the right magazine. And, hey, who am I to break ranks? The difference this time, though, is that we can back up our claims.

To start with, this magazine is made by the people behind the *Official Australian PlayStation Magazine* – Australia's best-selling videogames mag. And while the *Official Australian PlayStation Magazine* (or PSM for short...) will continue to bring you the best PlayStation demos FIRST every month plus the latest features, news and interviews on EVERYTHING PlayStation, *PlayStation Collection* will concentrate ONLY on the greatest PlayStation games. If you're a new PlayStation owner, it'll give you an instant insight into what you should be playing and what you should be buying. If you're a regular PSM reader, meanwhile, then perhaps there's an important demo you've missed (*Soul Reaver*, *Rollcage*, *Metal Gear Solid*, *Gran Turismo*... there are a few to choose from). Either way, what we're talking here is quality.

It's almost like a book about PlayStation every other month. The greatest games, the handiest cheats, the most information, the best posters and the biggest competitions all condensed into one unmissable package. You don't need to wade through pages of stuff about games you'll never play unless you live in Japan and have had a lifestyle bypass. Instead we cut straight to the chase and say: "Here are the best games available, go spend some money and have some fun."

We're confident you'll like it. So confident in fact that a new issue is being put together as you read this. *Driver*, *Ape Escape*, *Crash 3*, *ISS Pro 98*, *Tekken 3*, *Ridge Racer Type 4* and *Tomb Raider 3* on one disc – think you can handle that? We'll find out soon enough. That's if you've managed to get through this issue first...

*Rob Pegley*  
EDITOR  
ROB PEGLEY



"PlayStation Collection is Australia's

most reliable PlayStation magazine |

and here's why..."



**The New Face of**  
Everything you need to know

Just bought a PlayStation?  
Then turn to page 30 for a complete idiot's guide

**The Biggest**  
**PlayStation**  
**Demo Disc**  
**Ever!**

PlayStation

We only use the most knowledgeable writers in Australia, with years of experience between them. It costs us more, but it means you get opinions you can trust. The games sweatshop is not for us. You pay peanuts, you get monkeys.

Despite carrying a guide to every PlayStation game, we only concentrate on the big titles in real depth – because they're the ones you're most likely to spend your cash on. At \$90 a game you don't buy that many, so it's important you get value for money with the ones you do.

We only review the games that are already in the shops or just about to be released. It's so frustrating to wait a year to play something because a magazine has reviewed a bootleg copy from Japan. Very clever, but what good is it for the punter?

No game that we review is ever given the five-star rating unless it is still providing great entertainment at least a month after we started playing it – we want value for money, just like you.

And no game is ever included until we've played it right the way through, and then carried on playing it afterwards. Some games can seem brilliant in the first couple of days, but we want the fun to last.

We don't try and dazzle you with our technical knowledge and techno-babble jargon. You want to know whether a game is good or bad, and we tell you straight. As for 'gourard-shading' and 'polygon redraw', well: are you really interested?

Our demo disc always contains the best games. No other magazine will provide you with the same quantity and quality of playable PlayStation demos.

Official  
Australian

# PlayStation Q1

Collection

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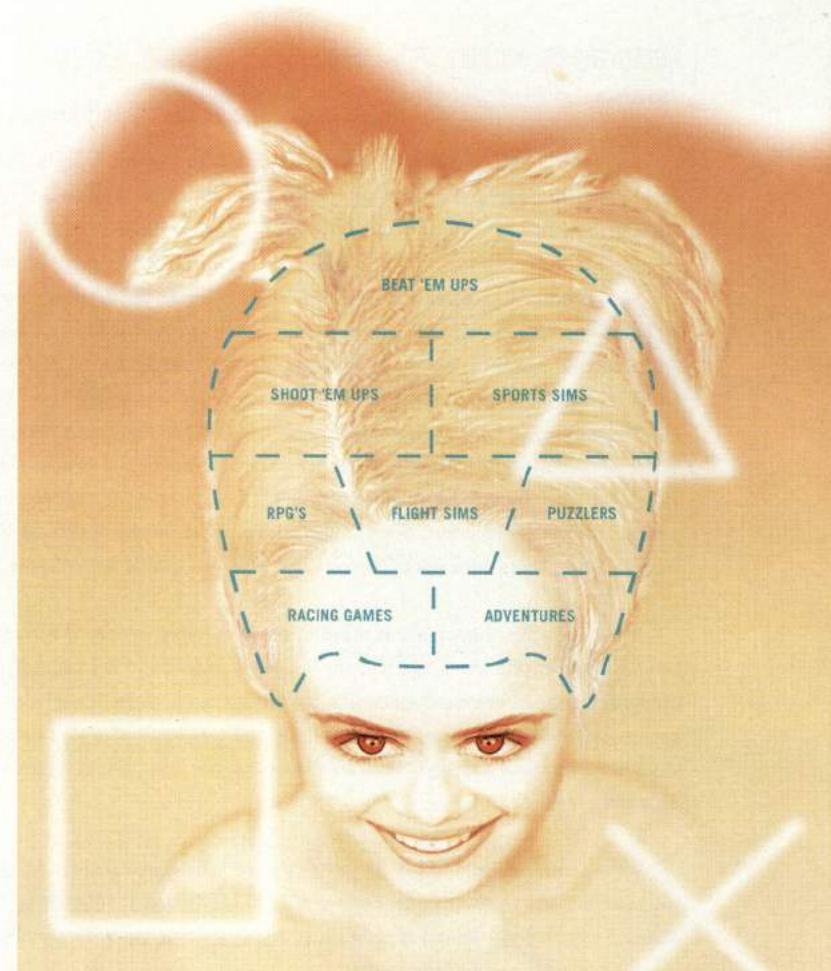
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16 pages of the greatest PlayStation Tips known to man

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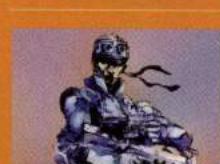
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your guide to...

# THE BIGGEST DEMO CD EVER!

Crammed with the best collection of demos in all Christendom (and probably outside Christendom too), this issue's amazing

## METAL GEAR SOLID

KONAMI • 3D ACTION/STEALTH •  
PLAYABLE DEMO

*Tactical Espionage Action.* That's Metal Gear's subtitle and it does exactly what it says on the box. You are top secret agent Snake, sent to infiltrate an enemy base. Full frontal attack would be suicidal; instead, stealth is your watchword as you creep about throttling lone sentries, dodging security cameras and disarming all manner of traps. Hailed on its Japanese release as one of the finest PlayStation games ever, our version certainly doesn't disappoint even if, for western gamers, it lacks a little in the lifespan department. Here is a game that

blends action, exploration and puzzling with even more power and guile than *Tomb Raider 3*. No, really. This playable demo lets you explore the dock, the compound and even penetrate the base's defenses. Run around the tanks hanger, dodging the many guards. Enter the first-floor basement. Avoid

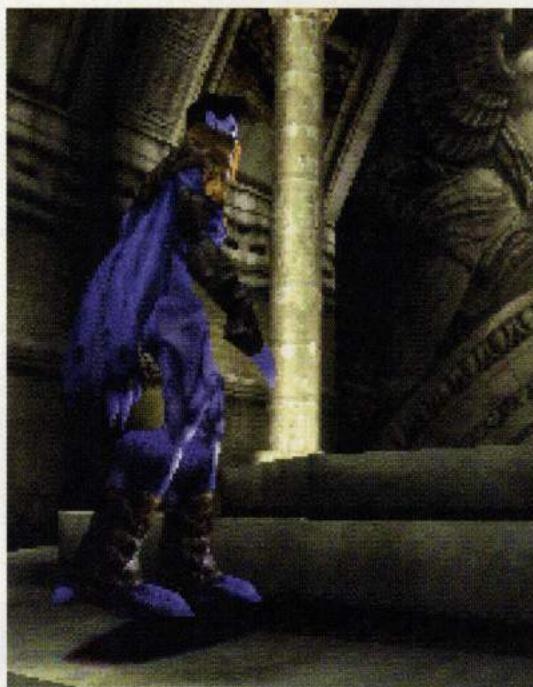
the Darpa chief in the cell block if you don't want the demo to end early. Oh, and be careful out there...

### Controls

Move	D-Pad
First-person view	▲
Crouch/crawl	✗
Throw	■
Attack	●
Inventory	L2
Access Codec phone	Select

### Metal Gear Solid additional features

The finished game lets you explore deeper into the complex, blow holes in walls with explosive charges, take on tanks single-handedly and battle an invisible ninja.



EDITED BY

CATHERINE CHANNON



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## SOUL REAVER

EIDOS • 3D ACTION/ADVENTURE •  
PLAYABLE DEMO

Direct sunlight might just be good for you as you prepare yourself for some vampire-filled jiggery blood-suckery of the first order. In this fine 3D sequel to Crystal Dynamics' hugely successful role-playing romp, *Legacy Of Kain*, you play Ralzeil, a minion of the eponymous red juice ingester. Ralzeil has been banished to the spectral realm for getting above his station in the vampire

pecking order. It's your job to search for Kain and his plasma-supping chums so that they can be dispatched. In our gore-drenched playable demo, you're able to explore the spectacular opening scenery and meet a few not-so-welcome baddies. It's the perfect opportunity to get to grips with this innovative take on the 3D actioner before it lunges at you from the shop shelf, fangs bared and eyes burning red like hot coals. To get out of the lake, by the way, just swim to the

CD is a feast for you and your PlayStation. Unplug the phone, read these instructions and abandon the next week of your life.



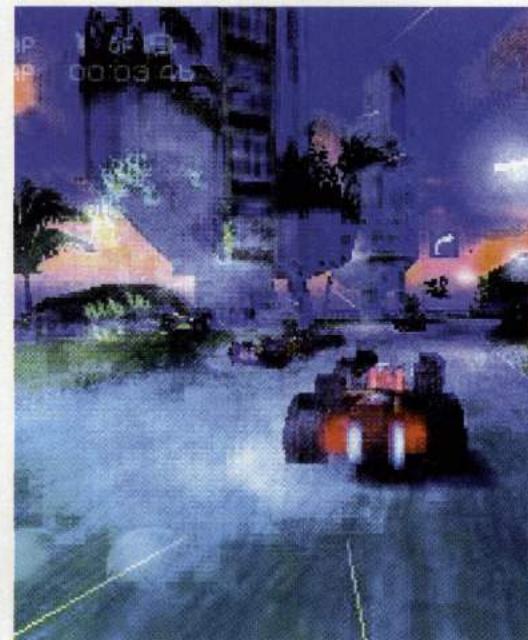
#### Soul Reaver additional features

*Soul Reaver* takes place in two huge open landscapes, filled with revolting enemies, teasing puzzles and dazzling spells. And remember, there is no death here – you simply transfer from the material to the spectral realm, an interesting device that provides many twists to the gameplay.

surface (using  $\star$ ), paddle over to the small platform (using  $\star$  again), climb out (by pushing  $\uparrow$  when Ralzeil grabs the edge), and then use  $U + \star$  to leap on to the ledge above. To pick up the spear on the next platform, stand next to it and press the  $\blacksquare$  button. To throw it, line it up at a baddie, press and hold the  $\blacksquare$  button to aim, then release the button.

#### Controls

Swim, jump (press and hold to glide)	$\star$
Attack/action (tap or hold for various effects)	$\blacksquare$
Devour soul (a killed enemy's soul flies out)	$\bullet$
Hold to walk or autoface enemy	$R1$
Rotate camera right	$R2$
Crouch	$U$
Rotate camera left	$L2$
Look round $R2 + L2 + D-Pad$	
High jump	$U + \star$



#### Rollcage additional features

The full version of *Rollcage* is packed with tracks, different cars and no less than three full leagues for you to compete in, as well as loads of secrets and hidden bonuses.

*Rollcage* is a return to these glory days of outstanding graphics, insane speeds and ridiculously enjoyable racing action. If you don't believe us, just play this exclusive demo version of the game.

Eschewing the trend for accurate driving simulations, *Rollcage* throws you into the cockpit of a futuristic racing machine capable of reaching speeds of over 400kph, with huge all-terrain tyres that allow it to drive over almost anything – up walls, along the roofs of tunnels, even straight over other cars. Throw in a huge selection of power-ups and

weapons and the stage is set for some frantic non-stop action on a par with *Wipeout 2097*. This demo version features a single car and single track lifted from the Time Trial option of the game – the Race option of the full game pitches you against five other equally mad cars.

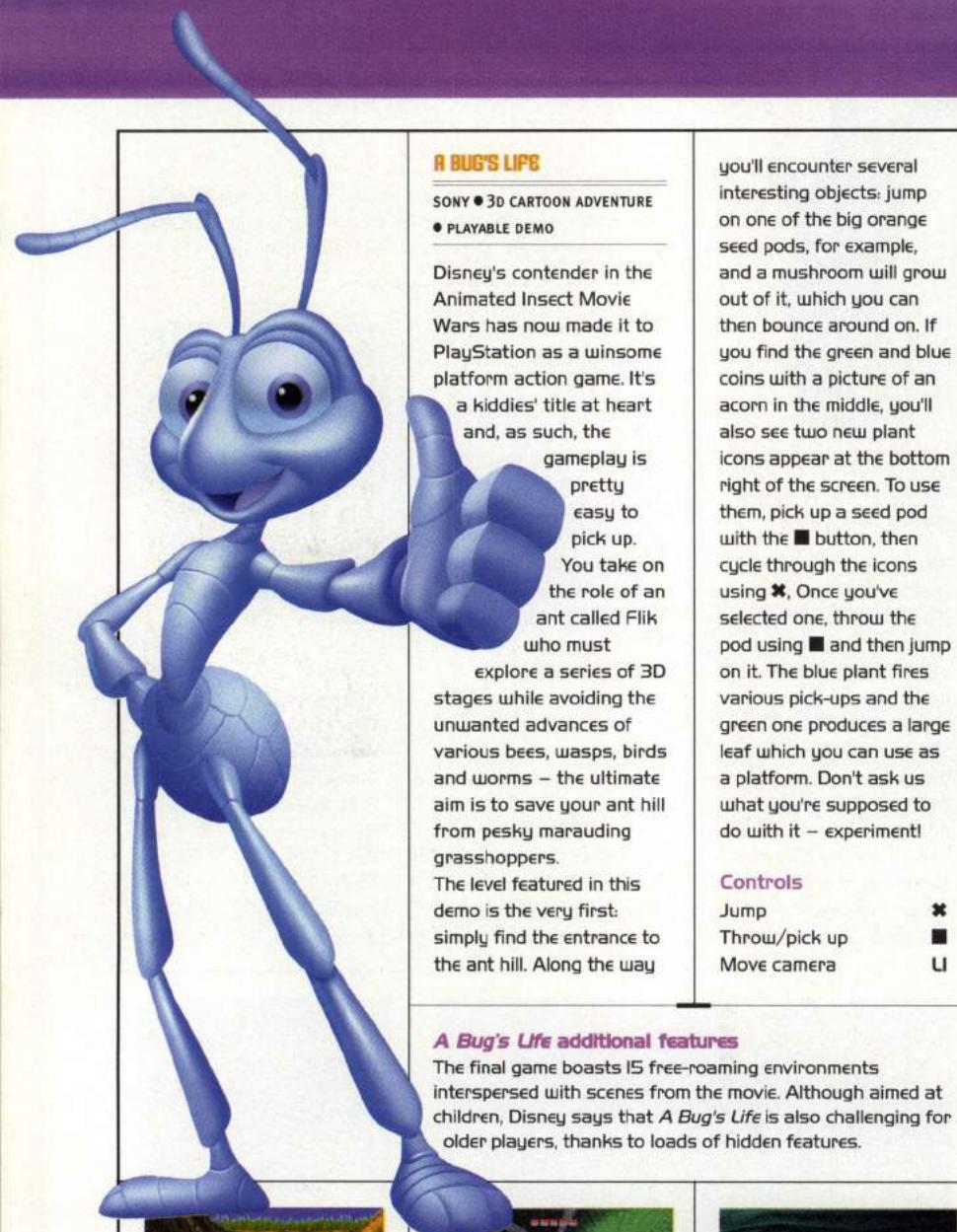
#### Controls

Steer your car	$\leftarrow, \rightarrow$
Rear view	$\downarrow$
Accelerate	$\star$
Brake	$\blacksquare$
Face forward	$\bullet$
Reverse	$\blacktriangle$
Fire 1	$U$
Fire 2	$R1$
Zoom in	$L2$
Zoom out	$R2$



your guide to...

# THE BIGGEST DEMO CD EVER!



## A BUG'S LIFE

SONY • 3D CARTOON ADVENTURE

• PLAYABLE DEMO

Disney's contender in the Animated Insect Movie Wars has now made it to PlayStation as a winsome platform action game. It's a kiddies' title at heart and, as such, the gameplay is pretty easy to pick up. You take on the role of an ant called Flik who must explore a series of 3D stages while avoiding the unwanted advances of various bees, wasps, birds and worms - the ultimate aim is to save your ant hill from pesky marauding grasshoppers. The level featured in this demo is the very first: simply find the entrance to the ant hill. Along the way

you'll encounter several interesting objects: jump on one of the big orange seed pods, for example, and a mushroom will grow out of it, which you can then bounce around on. If you find the green and blue coins with a picture of an acorn in the middle, you'll also see two new plant icons appear at the bottom right of the screen. To use them, pick up a seed pod with the ■ button, then cycle through the icons using □. Once you've selected one, throw the pod using □ and then jump on it. The blue plant fires various pick-ups and the green one produces a large leaf which you can use as a platform. Don't ask us what you're supposed to do with it - experiment!

### Controls

- |               |   |
|---------------|---|
| Jump          | × |
| Throw/pick up | ■ |
| Move camera   | □ |

### *A Bug's Life* additional features

The final game boasts 15 free-roaming environments interspersed with scenes from the movie. Although aimed at children, Disney says that *A Bug's Life* is also challenging for older players, thanks to loads of hidden features.



## COOL BOARDERS 3

SONY • SNOWBOARDING

SIMULATION • PLAYABLE DEMO

When Sony passed the torch of its alpine racer on to new boys 989 Studios, some people wondered whether it was third time unlucky for piste fans. How many sequels could really be turned out? Happily, while this *Boarders* does take a slightly different line from its predecessors, it's just as much fun.

The Downhill is made superbly treacherous by swathes of trees, rocks and cabins dotted across the wide courses along

with jumps, rivers of ice and the odd snow plough. You might find the controls a little heavy at first but, given some time (and possibly an Analog Pad to make the controls feel smoother), the rhythmic 'swishage' will begin to grow on you. This demo gives you a taste of the superbly designed Downhill section with one full course. Have fun, dude person!

### Controls

- |                  |       |
|------------------|-------|
| Move board       | D-Pad |
| Jump             | ●     |
| Sharp turn       | ■     |
| Punch right/left | R1/L1 |
| Switch position  | R2    |
| Slow descent     | L2    |

### *Cool Boarders 3* additional features

The full game features some 30 excellent courses spread across five mountains.



### DEVIL DICE

SONY • 3D PUZZLER • PLAYABLE DEMO

We always knew that puzzle games were the work of the devil, but this madness from Sony just proves our point. *Devil Dice* takes the idea of lining up blocks to make them disappear one step beyond the sane, with six-sided dice manipulated by a chirpy looking imp.

The basic idea is to line up the numbered faces to match the number of dice arranged in a vertical or horizontal line. In practice, this gets pretty complicated as quickly rolling up an adjacent block with the same number uppermost results in an even bigger detonation, and single-dotted dice can only be removed with a nearby implosion. Let a die vanish beneath you and you'll be stuck on the playing surface (where you can push dice around) and can only re-ascend by standing on a die as it is raised.

#### Controls

Move dice D-Pad  
Change view (puzzle mode only) L1/R2

#### *Devil Dice* additional features

The complete game can involve up to five players in the War mode, or host a two-player head-to-head in Battle mode (not included in this demo version).

### GRAN TURISMO

SONY • RACING • PLAYABLE DEMO

Arguably still the best driving game ever, the interest in *Gran Turismo* has been rekindled due (in some part) to the release of *Ridge Racer 4*. So, in response to the phone calls from newer PlayStation owners asking what all the fuss was about, here's another chance for everyone to test drive this classic. This is a timed demo of the Clubman Stage, where you can choose from either the Honda NSX, the Corvette or the Subaru and, although you can preview any of the other cars (ranging from Nissans to Mazdas or Mitsubishi), they're tucked away until you make the obvious decision to buy the game. We're fairly confident that you will make it.



Controls	
Direction	D-Pad
Accelerate	×
Brake	■
Reverse	▲
Emergency brake	●
Shift up	R2
Shift down	L2
Rear view	L1
Change view	R1
To get menu after loading	Select

#### *Gran Turismo* additional features

For the unknowing, the key to success in *Gran Turismo* is held in the various driving tests in the game. The more you succeed at, the better the range of tracks and options you have to choose from. Utterly ingenious.

### WIPEOUT 2097

PSYGNOSIS • RACING GAME • PLAYABLE DEMO

Superseded by *Wipeout 3* but still one of the best racing games that money can buy, *Wipeout 2097* is masterful. The graphics still look fresh, the sounds are still fantastic and the gameplay is virtually unrivaled for a game of its type. If you don't have 80 bucks for the latest version, try *Wipeout 2097* on Platinum as a 40-buck bargain. You'll need a taster first and, thankfully, this demo features one of the best tracks in the entire game: the undulating nonsense that is Gare d'Europe. Lumped into the Rapier Class bracket,

what you have here is a two-lap race and the choice of Novice or Expert modes.

#### Controls

Steer your craft D-Pad

Change view

Discard weapon

Fire

Thrust

Right airbrake

Left airbrake

#### *Wipeout 2097* additional features

The full version has a link-up option, loads of tracks, craft, secret things, Prodigy... lovely!



### POOL SHARK

GREMLIN • POOL SIMULATION • PLAYABLE DEMO

We think *Pool Shark* is one of the most accurate and engaging simulations of a bunch of balls being hit with wooden sticks that has ever graced a screen. In this demo you play a quick but tricky game of three-ball pool. The controls may seem a little confusing at first but, once you get the hang of them, fluky shots will quickly become second nature. Probably.

#### Controls

Aim D-Pad  
Top down view of table

Adjust where the ball will be hit ●+D-Pad

Adjust cue angle ■+D-Pad

Shoot (press once to bring up power bar, twice to select shot strength)

Move camera L1+D-Pad

Fine aiming L2+D-Pad

Select ball R1+D-Pad

Move ball (before break or after foul) R2+D-Pad

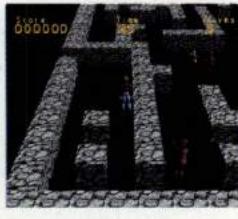
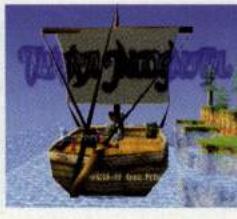
#### *Pool Shark* additional features

A full version of *Pool Shark* boasts many variations of pool, plus a wide range of different venues, computer opponents and tournaments to enter.



your guide to...

# THE BIGGEST DEMO CD EVER!

<b>RIDGE RACER TYPE 4 VIDEO</b> SONY • DRIVING GAME • VIDEO  Another top game, another top video. From what is undoubtedly the very finest driving experience this side of <i>Gran Turismo</i> , prepare to release body fluids at the smooth, sleek and ridiculously fast action captured here for you.	<b>BLITTER BOY</b> NOT FOR RELEASE (YAROZE) • ARCADE BLASTER • FULL GAME  Walk into babies to make them follow you then, blasting ghosts along the way, lead them to the teleporter exit.	<b>Controls</b> Move D-Pad Fire ✕ Map ●  <b>GRAVITATION</b> NOT FOR RELEASE (YAROZE) • THRUST CLONE • FULL GAME  The classic <i>Thrust</i> given the two-player treatment.	<b>Controls</b> Move D-Pad which then vanish, allowing access to the next level. Addictive.  <b>ROCKS 'N' GEMS</b> NOT FOR RELEASE (YAROZE) • ARCADE/STRATEGY • FULL GAME  Collect diamonds and avoid being crushed by rocks. Just like <i>Boulderdash</i> , it's all against the clock. Collect the gems before the ever-stricter time-limit expires to get to the next level. What starts as a simplistic bit of fun becomes a life-hogging quest for victory.	
<b>METAL GEAR SOLID VIDEO</b> KONAMI • SNEAK 'EM UP • VIDEO  Play the demo, love the game and then watch some thick-fingered monkeys trying it out for themselves. Masters of the game that we are, we've brought you a taster of the delights on offer further into the game.	<b>BOUNCER 2</b> NOT FOR RELEASE (YAROZE) • ARCADE • FULL GAME  Keep your tiny humans bouncing higher and higher for as long as possible. This is a case of knocking the blocks in homage to the wrinkly <i>Arkanoid</i> .	<b>Controls</b> Move D-Pad Fire forward ✕ Jump ● Run ■ Strafe RI + R2  <b>MAH JONGG</b> NOT FOR RELEASE (YAROZE) • ORIENTAL PUZZLER • FULL GAME  Match tiles by clicking on the uppermost tiles or those at the edge of the playing area. Clear the board of tiles as quickly as possible. Press and hold <b>Select</b> on the title screen for control details.	<b>Controls</b> Move D-Pad Shoot ✕  <b>HOVER CAR RACING</b> NOT FOR RELEASE (YAROZE) • MINI RACER • FULL GAME  A cut-down <i>Micro Machines</i> .	
<b>NET YAROZE COMPILATION</b> <b>BETWEEN THE BYES</b> NOT FOR RELEASE (YAROZE) • ARCADE RACER • FULL GAME  Travel very fast through some psychedelic patchwork tubing, avoiding the sides, in a manta ray-shaped craft. Difficult, but quite remarkable and fun once you get the hang of it.	<b>CLIMB</b> NOT FOR RELEASE (YAROZE) • DOOM CLONE • FULL GAME  Doom was bound to spawn a Yaroze effort some time, and here it is. Run about a claustrophobic maze blasting semi-transparent,ropy zombies.	<b>Controls</b> Move see-saw ←, → Launch bouncer ▲ Swap position ✕  <b>HAUNTED MAZE</b> NOT FOR RELEASE (YAROZE) • 3D SPOOKY MAZE GAME • FULL GAME  Pac-Man with zombies instead of ghosts.	<b>Controls</b> Move D-Pad Accelerate ✕ Activate weapon L2  <b>CONMAN</b> NOT FOR RELEASE (YAROZE) • PAC-MAN-ISH PUZZLER • FULL GAME  Navigate a 3D maze dodging ghosts and eating pills. Pac-Man is back in business.	
<b>Controls</b> Move craft D-Pad  	<b>Controls</b> Move D-Pad  	<b>Controls</b> Move D-Pad  	<b>Controls</b> Move D-Pad Raise camera ✕ Lower camera ▲ Move camera over Coneman ■ Move camera behind Coneman ●  	<b>Controls</b> Move D-Pad Pass, tackle, shoot ✕  

SO REALISTIC YOU'LL BE PICKING  
THE DIRT OUT OF YOUR TEETH



**"The Gran Turismo  
of Motocross!"**

- PSM

# Championship Motocross™

featuring **Ricky Carmichael**

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GT Interactive  
Software

FUN  
COM

THQ

PlayStation

G

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<<<< the very best games heading your way. If it's not here, forget it... >>>>

## Gran Turismo 2

Take to the road again with the most anticipated driving sim sequel ever.



### INFORMATION

- ON SALE: 3 DECEMBER 1999  
GAME STYLE: THE MOST COMPREHENSIVE DRIVING SIM EVER.  
WHY IT'D BE GREAT: IMPROVES ON THE BEST WITH MORE CARS, RALLYING AND DRAG RACING.  
IF YOU LOVE THESE, YOU'LL LOVE THIS: GRAN TURISMO, V-RALLY 2, COLIN MCRAE RALLY AND TINKERING WITH YOUR HOLDEN.

EDITED BY

JASON HILL



FORMERLY WITH THE SUN HERALD IN MELBOURNE, JASON IS ONE OF THE MOST RESPECTED VIDEOGAMES JOURNALISTS IN AUSTRALIA. HERE HE EXPANDS ON THE BEST GAMES COMING YOUR WAY OVER THE NEXT FEW MONTHS.

**GRAN TURISMO REVOLUTIONISED** the driving game. It offered more vehicles, more circuits and more simulation options than any game ever before and it achieved all this with no hint of compromise anywhere in the proceedings. Over six million copies of *Gran Turismo* have been sold around the world, and now that it has hit the Platinum price of \$39.95, no doubt millions more will be snapped up. It's still the best driving game ever seen on any platform – but, incredibly, its sequel is looking even better.

*Gran Turismo 2* features around 400 cars from manufacturers around the globe. There are over 20 courses including Rome, Tahiti, Seattle, Pike's Peak hillclimb and the real Laguna Seca track. There's a variety of race types available, including traditional circuit-based championships, plus rally courses and drag races with muscle cars. The rally courses add to the game immensely, enabling players to skid and slide through muddy off-road circuits as well as burning along the bitumen. Any car can be driven on any course – even the rally tracks, though drivers should expect car damage and very poor performance if they take a fragile street machine into the dirt. Still, it should be fun to try! On the road circuits, the feel of the cars is very similar to *Gran Turismo*, which was obviously near-perfect already. Once again, the handling for each and every car has been made as realistic as possible, and the attention to detail extends even to giving each type of car authentic engine sounds.

Your computer-controlled opponents are very realistic, with human characteristics like fallibility and aggression displayed as you hoon around the circuits. But beginners will not be left out – *Gran Turismo 2* will be more accessible than its predecessor. There are around 60 licence tests, which allow entry to different types of races. Some of the licence tests will offer much easier challenges than those in *Gran Turismo*, to allow Sunday drivers to have as much fun as experienced racers and slowly improve their skills. *GT2* is the ultimate petrol-head's toy. Get your engines running and get set for PlayStation driving perfection.



The rally courses enable players to skid through muddy off-road circuits as well as burning along the bitumen. Any car can be driven on any course... but drivers should expect car damage and very poor performance if they take a fragile street machine into the dirt. Still, it should be fun to try!

**GT2**

*is heading your way...*



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## Final Fantasy VIII

Can the new  
sequel from this  
RPG series live  
up to its name?  
You bet.



### INFORMATION

ON SALE:	29 OCTOBER 1999
GAME STYLE:	ROLE-PLAYING ADVENTURE WITH FIGHTING AND PUZZLE SOLVING.
WHY IT'D BE GREAT:	SQUARE MAKES THE WORLD'S BEST RPGS. THIS IS THE MOST AMBITIOUS.
IF YOU LOVE THESE, YOU'LL LOVE THIS:	FINAL FANTASY VII, ALUNDRA, ROLE-PLAYING GAMES, FANTASY NOVELS AND TRADING CARDS.

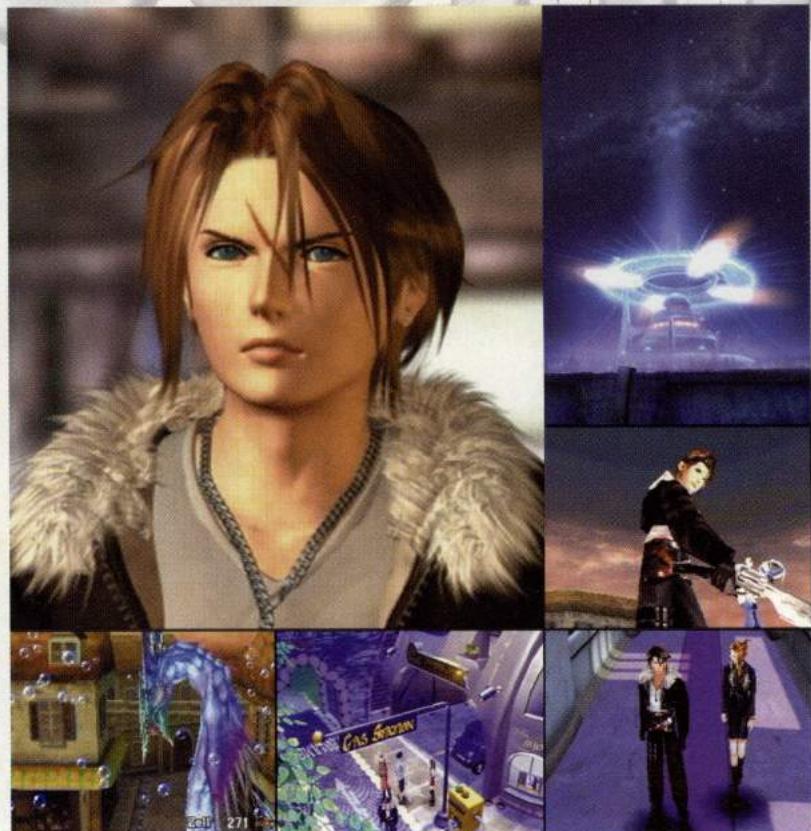
A fantastic mixture of detailed graphics and video sequences, together with an intricate plot, great characterisation and very long gameplay, make FFVIII a much anticipated sequel.

**AFTER THE PHENOMENAL SUCCESS** of *Final Fantasy VII*, this sequel is one of the most eagerly anticipated games ever. When released in Japan earlier this year, there were sold-out signs at nearly every games store in the country.

*Final Fantasy VII* was certainly a rare beast – a role-playing game with mass appeal. Square has tried to make the *FF VIII* even more accessible to western gamers, and has replaced the cute, super-deformed characters of *FFVII* with leaner, lankier, more realistic heroes and villains. But the same style of lavishly detailed pre-rendered backgrounds and beautifully animated polygon characters remains. Indeed, this is the most visually extravagant PlayStation title we have ever seen – the quality of the video sequences would not look out of place on a cinema screen.

*Final Fantasy VIII* features an entirely new world and a new cast. But once again, the compelling story is the most important feature of the game. The game's protagonist is Squall, a student at a soldier training academy. Expect fighting, tension, a love interest, complexity, plot twists and, overall, a gripping yarn that will keep you glued to your PlayStation for countless days. The sheer scale of the game is enormous. Throughout its four CDs, there is a massive world to explore and there are entire areas that you don't have to visit – they're just there for extra reward and to add to an overall worldly feel. While the focus of *Final Fantasy VIII* is the characters and story, most of the game element is fighting. The combat system has been revised since its predecessor, but battles still occur on a random basis. As you travel with your party of adventurers, the screen will blur suddenly and a battle ensues. Although this is a common device in role-playing games, unfortunately some gamers find this unsatisfying and even frustrating, but it does help ensure you are kept on your toes.

Like its predecessor, *FFVII* offers plenty of sub-games to entertain – one that can consume hours is a peculiar yet engrossing card game. *Final Fantasy VIII* will leave you spellbound.



### YOUR JARGON-BUSTING GUIDE

BEAT 'EM UP – FIGHTING GAME	NTSC – STANDARD US/JAPAN TV FORMAT	RPG – ROLE PLAYING GAMES
COIN-OP – ARCADE MACHINE	PAL – STANDARD AUSTRALIAN TV FORMAT	SIM – REALISTIC SIMULATION STYLE GAME
FMV – FULL MOTION VIDEO	PLATFORM GAMES – CUTE CHARACTERS RUN AND JUMP	SHOOT 'EM UP – GAMES YOU FIRE IN!
MOTION-CAPTURE – REALISTIC, LIFELIKE ANIMATION	RENDERED – DRAWN BY COMPUTER	SPRITE – SMALL CUTE GAME CHARACTER

# Crash Team Racing

Those crazy  
*Crash Bandicoot*  
critters are back,  
but this time  
they've got wheels.

### INFORMATION

- ON SALE: 26 NOVEMBER 1999
- GAME STYLE: KART RACING WITH CRASH BANDICOOT SERIES CHARACTERS.
- WHY IT'D BE GREAT: DEVELOPER NAUGHTY DOG CAN'T MAKE A BAD GAME.
- IF YOU LOVE THESE, YOU'LL LOVE THIS: SPEED FREAKS, MICRO MACHINES, MARIO KART, CRASH BANDICOOT AND PARTY GAMES.

Crash is perhaps Australia's biggest videogames icon, even surpassing Ms Croft. It was a good time to make the transition to another genre though after three platform games.



**THE PLAYSTATION'S FAVOURITE** bushy-browed marsupial is back in his own racer. Crash Bandicoot has starred in three of the biggest-selling games on Sony's console, but in *Crash Team Racing* he'll be behind the wheel rather than stomping on baddies and collecting fruit. And all of Crash's mates from his three platform games will join him.

*Crash Team Racing* is highly competitive, and up to four players can compete on the one television and PlayStation using a Multi Tap adapter. Battling around the wild and wacky courses against your mates is superb fun: this is the ultimate party game. The karts handle extremely well, with players able to pull off power-slides with ease and strategically use turbo boosts and power-up weapons that you collect from around the track.

All the *Crash* regulars feature in the game, including Crash, Coco, Neo Cortex, the Polar Bear, Tiger Cub, Dingodile, Papu Papu and Ripper Roo. The game's courses feature loads of jumps and good players can get serious hang time. There's even a hang-time meter, that gives the player a bonus turbo boost based on the amount of time that they spend in the air. The power-slide system is certainly unique – players can get up to three turbo boosts out of each corner. You have to learn to chain the turbos together to maximize your speed.

A car upgrade system and an adventure mode with a comprehensive story will enhance single-player longevity. The courses also feature shortcuts to discover. Of course, the game supports the Dual Shock controller, and players can choose to use both Analog controllers – one for steering and one as an Analog accelerator.

A highlight of *Crash Team Racing* is the spectacular and wildly colourful graphics. You can see lengthy sections of the undulating tracks at once, with no fog or last-second 'pop up' of background scenery as you race. *Crash Team Racing* is great entertainment and is almost guaranteed to be one of the big smash hits this Christmas.



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<<<< the very best games heading your way. If it's not here, forget it... >>>>

## MGS: Special Missions

Get set to step  
into Snake's boots  
once more, as he  
tackles 300 new  
training missions.



### INFORMATION

ON SALE:	30 SEPTEMBER 1999
GAME STYLE:	TRAINING MISSIONS INVOLVING SNEAKING AROUND AND SHOOTING.
WHY IT'D BE GREAT:	300 NEW MISSIONS FOR ONE OF THE PLAYSTATION'S BEST GAMES!
IF YOU LOVE THESE, YOU'LL LOVE THIS:	METAL GEAR SOLID, SPYHORN FILTER, SPY THRILLER NOVELS AND ACTION/ADVENTURE MOVIES.

While not to everyone's taste, *Metal Gear Solid* was nevertheless a work of sheer brilliance and is perhaps the world's best videogame to date. *Special Missions* adds to the excitement.

**METAL GEAR SOLID: SPECIAL MISSIONS** offers dedicated fans of *Metal Gear Solid* even more spy thrills and kills. However, you must own a copy of *Metal Gear Solid* in order to play it, because this is an add-on rather than a sequel. But we're certainly not complaining – aficionados will absolutely love the 300-odd VR training missions and the chance to sneak around with hard-nut *MGS* protagonist Snake once again.

Instead of playing through a complex story, *Special Missions* is a series of training drills to sharpen your skills. There is no plot, as all of the missions are played using a Virtual Reality training simulator, and you must steer Snake through all of them. This is a feat which will take a lot of effort, given how much is packed onto the disc.

Every mission provides a different challenge and there's a range of adrenaline-pumping combat missions, as well as stealth and puzzle-solving. The VR missions are presented using simple wire-frame graphics for the locations, and holographs of enemy soldiers. It's minimalist but very effective.

The controls are identical to *Metal Gear Solid*, so playing *Special Missions* is like visiting a familiar place you know and recall fondly. Better still, in many of the combat missions you aren't limited by ammunition shortages, and can blaze away to your heart's content. All of the cool toys from *Metal Gear Solid* make a welcome return and video segments reward your progress through the missions. It's targeted at the fans, but even if you aren't an accomplished *Metal Gear Solid* player, there's plenty to enjoy. *Special Missions* eases you in gently, especially the target-based early weapon missions.

To accompany the weapon missions there are also stealth and detective sorties, plus you can play as other characters, including Ninja. This expansion disc is an absolute must for *Metal Gear Solid* fans – and there's certainly plenty of them around.



It's prehistoric  
histrionics  
with T rexes  
and raptors on  
the loose.



#### INFORMATION

ON SALE:	30 OCTOBER 1999
GAME STYLE:	3D HORROR ADVENTURE WITH MORE PUZZLES THAN ACTION.
WHY IT'D BE GREAT:	MADE BY THE RESIDENT EVIL GUYS. FANTASTICALLY SCARY CHASES.
IF YOU LOVE THESE, YOU'LL LOVE THIS:	RESIDENT EVIL 1&2, JURASSIC PARK, DINOSAURS, HORROR FILMS AND THE TOMB RAIDER SERIES.



## Dino Crisis

**IN ONE OF THIS YEAR'S MOST EXCITING PLAYSTATION** games, you control Regina, who's part of a special squad with orders to capture a genius scientist on a remote island. Strangely, when you arrive on the island, you quickly discover that prehistoric creatures have overrun it. There are five different types of dinosaurs to snap at your heels, including the mighty T rex, velociraptor and flying pterosaur. The dinosaur animation is very convincing and some of the beasts are absolutely enormous. There's a host of weapons at your disposal, but the best strategy is often to run away, very fast!

Like the *Resident Evil* titles, *Dino Crisis* features a mixture of exploration, mind-bending puzzles, frantic combat and more moments of terror than most urinary tracts can handle in an evening of gaming. The puzzles fit very naturally into the story and environment. To get the base operational and start unravelling the island's mystery you'll use computers, move containers with cranes, restore power supplies and even try your hand at plumbing. But you'll certainly need to make sure you're handy with a gun, because the dinosaurs hunt you down and move incredibly swiftly. Some of the island's larger occupants certainly take some killing and you'll have to fight smart. Raptors, for example, will team up and encircle you. If you're too slow they'll grab you in their mouths and shake you violently, sometimes even disarming you. If you're wounded they will hunt you down and, if you don't have enough weaponry, you're lunch.

The game has fully 3D worlds rather than the pre-rendered environments found in *Resident Evil*. It looks fabulous. But the best part of the game is clearly the atmosphere. Early on in the game, Regina is happily wandering through an office, trying to pinch anything she can get her hands on, when a giant T rex smashes through the window and bowls her over with the force of his roar. You'll probably yell loud enough to wake neighbours and remain in a cold sweat for the rest of the night. Shockingly good fun.



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An even more detailed Lara Croft takes on the mysteries of Egypt.

## TR 4: The Last Revelation



### INFORMATION

ON SALE:	30 NOVEMBER 1999
GAME STYLE:	ACTION/ADVENTURE EXPLORING LABYRINTHS AND BATTLING FOES.
WHY IT'D BE GREAT:	ALL THREE TRS MIX EXPLORATION, FIGHTING AND PUZZLES BRILLIANTLY.
IF YOU LOVE THESE, YOU'LL LOVE THIS:	TOMB RAIDER 1, 2 & 3, SOUL REAVER, INDIANA JONES FILMS AND GIRL POWER.

It's Egypt or bust for Lara as she starts her fourth adventure. Familiarity can breed contempt, but there looks to be enough originality here to squeeze out the last bit of fun.

**TOMB RAIDER 4: THE LAST REVELATION** is a great contrast to Lara's last two globe-trotting titles, and is based entirely in Egypt. Most of the game takes place in underground burial complexes and other ancient locales. It is a return to the style of the original game which was – unsurprisingly – mostly based in a tomb.

Each of *The Last Revelation*'s many levels has clear objectives and, unlike the vast open spaces prevalent in Lara's previous two outings, they feature smaller locations. The aim is to create a more tightly focused and detailed game, with more emphasis on gameplay and a shift away from senseless combat and back to puzzle solving. *The Last Revelation* will also have plenty of new features to offer. The delectable heroine Ms Croft has been completely remodelled, adding more detail to both her appearance and her movements, and the development team has taken the opportunity to extend the range of actions she can perform. Not only do these new moves look cool, but they have also allowed the introduction of new trap and puzzle mechanisms for Lara to negotiate. Perhaps the most significant change is the inventory system. The release of the game will make that Lucozade ad seem completely out of date, because it sees the end of the familiar inventory rings. The redesigned interface is more flexible, enabling items to be collected, stored and combined. Applying this system has enabled the development of new types of mind-benders that go far beyond the simple pull-this-lever/push-that-button puzzles of the previous *Tomb Raider* games. As expected, the graphics have been given an overhaul, resulting in more detailed and realistic environments and even better atmosphere. The plot revolves around ancient Egyptian mythology, with the lure of an undiscovered tomb in the Egyptian desert pulling Lara into a deadly sequence of events that threatens the future of the whole world.

If you've never played a *Tomb Raider* game before, it's time to meet one of PlayStation's best characters and the epitome of girl power, Lara Croft.



# SHADOW MAN

after dying...  
killing is uneasy.

A killer is coming, walking between worlds...  
trailing death from Liveside to Deadside.

A dead man is coming, skull in one hand, gun in the other...  
a voodoo mask in his chest and lines  
of power in his back.

A possessed man is coming, stalking killers  
in tenements and deserts,  
subways and swamps, spirit world and real world.

Shadow Man is coming.

Voodoo slave and hero.

Hitman and deadman.

Sometimes,  
it takes a killer to stop a killer.



**Acclaim**  
[www.acclaim.net](http://www.acclaim.net)

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Feeling sleepy?  
This colourful,  
frantic platform  
game will soon  
wake you up.

## 40 Winks



**GRUMPY INSOMNIAC NITEKAP HAS KIDNAPPED** all the Winks and no-one can get to sleep. It's up to Ruff and his sister Tumble to save the day and rescue 40 Winks.

This is a gloriously animated 3D platformer. You take control of one of the two characters and wander colourful levels collecting items and whacking shady characters. There are six dream areas – nightmare, space, pirate, underwater, prehistoric and castle – as well as races and bonus areas to discover. One of the best features is that Ruff and Tumble can change into other characters like fairies, ninjas and monsters.

40 Winks might sound and look like a game for kids only, but anyone can enjoy it.

### INFORMATION

ON SALE: 30 NOVEMBER 1999  
GAME STYLE: COLLECT 'EM UP PLATFORM GAME.  
IF YOU LOVE THESE, CRASH BANDICOOT, GEX, APE ESCAPE,  
YOU'LL LOVE THIS: CUDDLY TOYS AND A GOOD SNOOZE.

Quake makes the  
transformation  
from PC to  
PlayStation -  
welcome home.

## Quake II



**THE PC'S BEST SHOOT 'EM UP** comes to PlayStation, and it's a very impressive conversion. Quake II offers 30 levels, including brand-new maps as well as redesigned levels. The speed of the action is very swift, with two- and four-player death-match capability.

Blood-thirsty gamers should note that all the weapons from the PC game are present – grenades, shotguns, rocket launchers and a plasma beam – plus a couple of extras thrown in. Opponents are a frightening range of cunning half-human, half-robot malevolents, and there are puzzles and traps to negotiate. There's a plot of sorts about a lone soldier facing thousands of gun-hefting ETs, but it takes a back seat to the non-stop carnage. Have a blast.

### INFORMATION

ON SALE: 30 SEPTEMBER 1999  
GAME STYLE: MINDLESS VIOLENCE WITH BIG GUNS.  
IF YOU LOVE THESE, DOOM, DUKE NUKEM, SHOOT 'EM UP  
YOU'LL LOVE THIS: GAMES AND STARSHIP TROOPERS.

**Wipeout 3**

Your need for speed will be satisfied by this latest incarnation of an old favourite.

## INFORMATION

ON SALE:	OUT NOW!
GAME STYLE:	FAST AND FURIOUS FUTURISTIC RACING GAME WITH HOVERCRAFTS.
WHY IT'D BE GREAT:	THE WORLD'S COOLEST VIDEOGAME, WITH HI-TECH VISUALS AND AN INCREDIBLE SENSE OF SPEED.
IF YOU LOVE THESE, YOU'LL LOVE THIS:	WIPEOUT 2097, POD-RACING IN THE PHANTOM MENACE, DANCE MUSIC.

With the thumping tunes of Leftfield, Underworld and The Chemical Brothers, *Wipeout 3* is as good for people to listen to as it is for you to play. Great fun for two players.



**THE GAME THAT HELPED DEFINE** the PlayStation's street-cool image is back for a third outing. And it's fabulous. Everything that made its predecessors the coolest racing experiences on any console remains: techno music, stunning visuals, outrageous speed, futuristic styling. Developer Psygnosis has packed in plenty of new features to ensure this is comfortably the best in the series, without throwing the baby out with the bathwater.

The eight tracks in *Wipeout 3* are all set within one futuristic city, and the track design is inspired. The game offers much longer circuits with smoother, more fluid designs. When you hit multiple speed pads the exhilaration is extraordinary, and there are jumps, drops and other vertigo-inducing devices like corkscrews. Most tracks also offer multiple routes with shortcuts for the brave and agile, or longer routes with more power-ups for aggressive types. The Dual Shock Analog controls are excellent, and the game is a lot more beginner-friendly than previous *Wipeouts*, with a much smoother learning curve. That said, the latter courses are extremely difficult, and will certainly allow the pros to strut their stuff at breakneck speed. There are 12 weapons, including six new ones. Favourites from *Wipeout 2097* have returned, like the awesome plasma bolt or the quake disrupter that sends an earthquake rippling down the track. But in this sequel there's much more strategic collection and use of weapons.

The power-ups have been divided into defensive and offensive categories, with colour-coded pink or orange pads. You can often choose which kind of power-up you'd like to collect, so if you're out in front and being hassled by other opponents, you'll head for a defensive pad, but fly over an attacking pad if you need to create some carnage and move up in the pack. There's loads of playing options including tournaments, single races, challenges and an eliminator where the idea is to destroy opponents. You can also play a friend with the fantastic split-screen, two-player mode. *Wipeout 3* is the benchmark on PlayStation for speed and style.



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<<<< the very best games heading your way. If it's not here, forget it... >>>>

Start your engines and get ready to race as the F1 series returns to form.

## Formula 1 '99



**PSYGNOSIS BRINGS THE FORMULA 1 SERIES** back on track after the '98 debacle with *Formula 1 '99* – new drivers, teams and tracks, more crashes and a graphics overhaul.

The speeders have been very accurately modelled and are superbly textured, even reflecting the light as they hurtle around the 16 tracks. Once again, Murray Walker provides an excited commentary, which is always good for a laugh. The Grand Prix mode includes single races, championships and a test-drive practice option for sharpening your skills.

*F1 '99* should take the chequered flag as the best F1 racer on PlayStation.

## Tomorrow Never Dies



### INFORMATION

ON SALE: 22 OCTOBER 1999  
GAME STYLE: FORMULA ONE DRIVING SIM.  
IF YOU LOVE THESE, *FORMULA 1 '97 & '98, MONACO GRAND PRIX* AND WATCHING F1 ON TV.

## Mission: Impossible



### INFORMATION

ON SALE: 30 OCTOBER 1999  
GAME STYLE: ADVENTURE BASED ON THE MOVIE.  
IF YOU LOVE THESE, *SYPHON FILTER, METAL GEAR SOLID* AND THE *MISISON: IMPOSSIBLE* FILM.

**JAMES BOND FANS** will be left shaken and stirred by *Tomorrow Never Dies*. The game gives budding spies the chance to drive 007's BMW, hijack a tank, swim, parachute off cliffs, solve puzzles and ski down the slopes.

Each level has multiple mission objectives, and some offer control of other characters. The ever-faithful Q supplies Bond with plenty of gadgets to play with, including retractable snow skis, infra-red glasses and a camera.

A death-match mode for two players is, of course, standard issue.

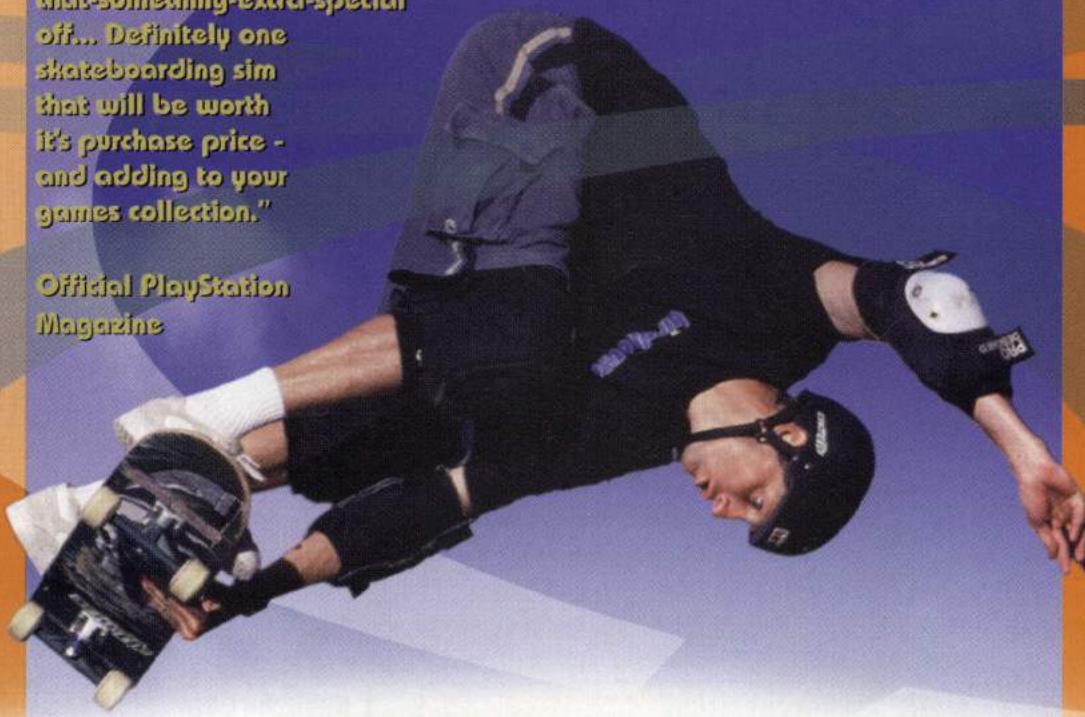
**YOUR MISSION, SHOULD YOU CHOOSE** to accept it, is to play a game about stealth, cunning and espionage.

In *Mission: Impossible* you play a super-cool spy with a host of gadgets and weapons at your disposal, including a face maker to change identity, a communicator, night-vision glasses and explosive chewing gum. The game's 20 missions include blowing up enemy installations, making rendezvous, extracting information from suspects and gaining access to restricted areas.

# Go Big - Hawk Style

"Tony Hawk's Skateboarding has set a high standard to beat and its competitors will be hard pushed to pull that-something-extra-special off... Definitely one skateboarding sim that will be worth its purchase price - and adding to your games collection."

Official PlayStation Magazine



## TONY HAWK'S SKATEBOARDING™



N64 Version Available January 2000

ACTIVISION



NEVERSOFT



BOB BURNQUIST



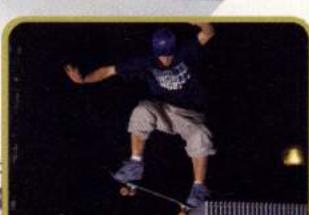
KAREEM CAMPBELL



RUNE GLIFBERG



BUCKY LASEK



CHAD MUSKA



ANDREW REYNOLDS



GEOFF ROWLEY



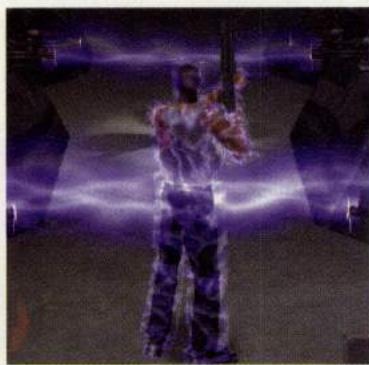
JAMIE THOMAS

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# incoming

<<<< the very best games heading your way. If it's not here, forget it... >>>>

## Die Hard Trilogy 2



Fox Interactive has come up with an all-new storyline set in Las Vegas, but retains the three-game structure: adventure, shooter and driver.

Graphics are much improved with bigger levels. In the shooting levels, use your G-Con 45 to nail every baddie in sight. Yippeeyio!

### INFORMATION

ON SALE: 1 NOVEMBER 1999  
GAME STYLE: THREE GAMES IN ONE.  
IF YOU LOVE THESE, DIE HARD TRILOGY, TIME CRISIS  
YOU'LL LOVE THIS: AND THE DIE HARD FILMS.

## EA Sports Cricket 2000



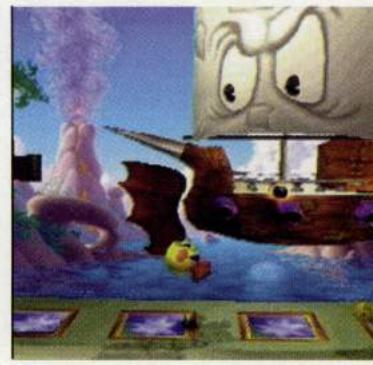
Stunning graphics and smart computer opponents mark EA's first PlayStation cricket game.

Commentary is by the legendary Richie Benaud, with international teams in real stadiums and much better player animation than *Shane Warne Cricket*. Great for armchair athletes.

### INFORMATION

ON SALE: 12 NOVEMBER 1999  
GAME STYLE: REALISTIC CRICKET SIM.  
IF YOU LOVE THESE, SHANE WARNE CRICKET, AFL 99  
YOU'LL LOVE THIS: AND WATCHING CRICKET.

## Pac-Man World: 20th Anniversary



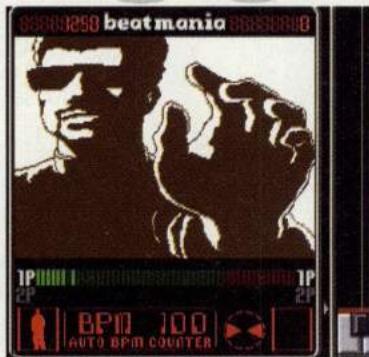
Namco's 20th anniversary Pac tribute has loads of variety complementing the 3D platforming.

Pac has arms and legs and can jump, run, climb and perform a nifty roll to get through the levels, collecting pellets and fruit. And everyone's favourite retro arcade game is in there, too.

### INFORMATION

ON SALE: 19 NOVEMBER 1999  
GAME STYLE: CLASSIC ARCADE TRIBUTE.  
IF YOU LOVE THESE, PAC-MAN, GALAGA, SUPER  
MARIO AND NOSTALGIA.

## Beatmania



A simple yet addictive DJ simulation with music styles to please all dance fans.

The game comes with a brilliant DJ peripheral with five "keys" similar to a piano keyboard plus a funky turntable. It's fun and challenging, and the two-player games are brilliant.

### INFORMATION

ON SALE: 30 NOVEMBER 1999  
GAME STYLE: DISK JOCKEY SIMULATION.  
IF YOU LOVE THESE, PARAPPA THE RAPPER, BUST  
YOU'LL LOVE THIS: A GROOVE AND PARTY GAMES.

## Spyro 2



Spyro the Dragon has grown up a little, so he's tougher and has learned new skills.

There are 30 levels and bonus objectives for experienced players, so gamers won't be short of challenge. Gorgeous graphics make this perfect for the little ones this Christmas.

### INFORMATION

ON SALE: 5 NOVEMBER 1999  
GAME STYLE: EXPLORATION AND PUZZLES.  
IF YOU LOVE THESE, SPYRO, RUGRATS AND  
YOU'LL LOVE THIS: SATURDAY CARTOONS.

## Tony Hawk's Skateboarding



Sick. Rad. Gnarly. Whatever teen-speak you choose, this skateboarding game plays brilliantly.

There are massive skate parks, downhill courses, half pipes, street circuits and even shopping malls to hurtle through, and you choose from nine real-life pro skaters. Exciting stuff, dude.

### INFORMATION

ON SALE: OUT NOW!  
GAME STYLE: SKATEBOARDING SIM.  
IF YOU LOVE THESE, STREET SKATER AND  
YOU'LL LOVE THIS: SKATEBOARDING.

# PlayStation Release Schedule

Don't you just hate it when magazines yap on about games that aren't in the shops yet? Yeah, well here are a load more. Fear not, they are approaching the shelves soon.

EDITED BY

FIONA TOMARCHIO



WHEN YOU WANT TO KNOW WHICH GAMES ARE BEING RELEASED WHEN, FIONA'S THE PERSON TO ASK. HERE'S HER LIST OF WHAT'LL BE IN THE SHOPS SOON. WHAT IS IT WITH GIRLS AND SHOPPING?

Dino Crisis	Capcom/Ozisoft	Oct 99
From the makers of <i>Resident Evil</i> comes a panic-horror adventure full of dinosaurs.		
FIFA 2000	EA	Oct 99
The most professional of soccer sims (if not the best) gets a stunning update.		
Fighting Force 2	Eidos/Ozisoft	Oct 99
A beat 'em up adventure sees you brawling through levels of interactive scenery.		
Final Fantasy VIII	Square/Sony	Oct 99
More role-playing and stunning video in the sequel to the world's best-selling game.		
Formula 1 '99	Psynopsis	Oct 99
After the disappointment of last year's Grand Prix offering, <i>Formula 1</i> goes up a gear.		
Grand Theft Auto 2	Take 2/Jack Of All Games	Oct 99
Indulge in car theft and gang warfare, looking down on miniature crims from above.		
ISS Pro Evolution	Konami/GT Interactive	Oct 99
The best soccer sim ever gets even better. Hardly possible, but true nonetheless.		
Mission: Impossible	Infogrames/Ozisoft	Oct 99
The game of the film of the TV series. A unique mixture of action, stealth and puzzles.		
Metal Gear Solid: Special Missions	Konami/GT	Oct 99
More like prequel than sequel, this is an action-filled training session for <i>Metal Gear</i> .		
No Fear Downhill Biking	Codemasters/Ozisoft	Oct 99
An interesting angle on the racing game. That angle being at 45 degrees on a bike.		
Quake II	Activision	Oct 99
Wander around a huge maze shooting evil predators in this famous PC conversion.		
Star Wars: Phantom Menace	LucasArts/Metro	Oct 99
Rather like <i>Tomb Raider</i> in a <i>Star Wars</i> setting, this is a sensational adventure.		
Tarzan	Sony	Oct 99
Very much an old-fashioned platformer from the early '90s for those new to games.		
Tenchu Platinum	Sony Music/Activision	Oct 99
A fighting adventure in which you play a sneaky ninja on stealth missions.		
Um Jammer Lammy	Sony	Oct 99
More <i>Simon Says</i> -style party game rapping, with bizarre Japanese cartoon musicians.		
Xena: Warrior Princess	EA	Oct 99
Lara gets a rival as the amazonian battler takes up the challenge of PlayStation.		
40 Winks	GT Interactive	Nov 99
Cute and addictive 3D platformer for the young and old alike.		
Beatmania	Konami/GT Interactive	Nov 99
Would-be DJs take note, this is your chance to mix it up on the PlayStation.		
Crash Team Racing	Naughty Dog/Sony	Nov 99
After three outings as a platform star, Crash takes to the road for mini racing fun.		
Cricket 2000	EA	Nov 99
The long-awaited rival to <i>Shane Warne</i> should be nearing completion this summer.		
Die Hard Trilogy 2	Fox/EA	Nov 99
Another long-awaited game is the sequel to the drivin', shootin' and puzzlin' favourite.		
International Cricket Captain	Empire/Metro	Nov 99
Your chance to be the successor to Geoff Marsh as he steps down from management.		

International Track & Field 2	Konami/GT	Nov 99
Button-bashing athletics hilarity is brought up to date in time for the Olympics.		
Knockout Kings 2000	EA	Nov 99
The heavyweight of boxing simulations comes out fighting again. Seconds out...		
Le Mans	Infogrames/Ozisoft	Nov 99
The game may have you up all night replicating the famous 24-hour French race.		
MTV Snowboarding	THQ/GT	Nov 99
The ultimate in music/sports crossovers. Expect a trendy, stylish (and valid) racer.		
Music 2000	Codemasters/Ozisoft	Nov 99
Party like it's 1999, especially as you've only got a month to do it. Creative fun for all.		
Pac-Man: 20th Anniversary	Namco/Sony	Nov 99
Pac to the future with this addictive platformer which retains a retro Pac-Man feel.		
Prince Naseem Boxing	Codemasters/Ozisoft	Nov 99
As flamboyant as the little man himself, this is a skilful fighting game.		
Spyro 2	Insomniac/Sony	Nov 99
With a nastier edge to it, this platformer has grown up somewhat. Worth a look.		
Tomb Raider: Last Revelation	Eidos/Ozisoft	Nov 99
She's back. The PlayStation's greatest icon goes in search of artefacts and action.		
Tomorrow Never Dies	Fox/EA	Nov 99
The name's Bond, Games Bond. The action adventure for PlayStation eyes only.		
Urban Chaos	Eidos/Ozisoft	Nov 99
No it's not the roadworks around Sydney; instead, a slick futuristic adventure.		
Vigilante 8: Second Offense	Activision	Nov 99
Seventies car-hustling fun in the sequel to Activision's much-underrated car adventure.		
Wu Tang: Shaolin Style	Activision	Nov 99
The New York rappers rip it up in their own fighting game. Come on then, Ultra!		
Gran Turismo 2	Sony	Dec 99
Could the best racing game ever get any better? We do so very much hope so.		
Muppets Racing	Sony	Dec 99
Interesting idea, and one conceived after many alcoholic beverages, perhaps.		
South Park: Chef's Luv Shack	Acclaim	Dec 99
Trivia contest which would perhaps have been better off left in the minds of its makers.		
Tenchi 2	Activision	Dec 99
A second ninja adventure, just as the original is released on the Platinum label.		
The Nomad Soul	Eidos/Ozisoft	Dec 99
Bowie does the music for this graphically lush futuristic urban adventure.		
Civilization: Call to Power	Activision	Jan 00
One of the greatest strategy games of all time gets a new lease of life.		
Destruction Derby 3	Psynopsis/Sony	Jan 00
The stock car smash 'em up that helped launch PlayStation is back again.		
Resident Evil: Nemesis	Capcom/Ozisoft	Jan 00
And with <i>Dino Crisis</i> about to launch, prepare yourself for the last of the <i>Evil</i> outings.		
Rollcage Extreme	Psynopsis/Sony	Jan 00
The latest futuristic racer gets a fast update – more fab tracks (musical and courses).		
Indiana Jones	LucasArts/Metro Games	Feb 00
The film that always seemed perfect for videogame adaptation finally gets a release.		
Messiah	Interplay/Roadshow	Feb 00
Demonic adventuring full of evil possession, plenty of guns and originality.		
Mike Stewart Body Boarding	Midas/Metro	Feb 00
Surfing for the PlayStation. Does it get any better than that? We'll find out.		
Unreal	GT	Feb 00
The latest game to rival <i>Doom</i> , <i>Quake</i> and <i>Duke Nukem</i> on PC comes to PlayStation.		
Duke Nukem: TTK 2	GT	Mar 00
At the same time, one of the original first-person shooter reincarnates itself.		

*FINAL FANTASY VIII*  
FINALLY ARRIVES IN  
AUSTRALIA AT THE  
END OF OCTOBER.  
FANTASTIC!



don't believe the hype...

DON'T TRUST THOSE EVIL MARKETING PEOPLE. THESE GAMES ARE NOT FIT TO DESERVE YOUR HARD-EARNED CASH. AVOID!		
	THEY'LL SAY: RETRO HEAVEN WE SAY: BORING AS HELL	LEGO RACERS
	THEY'LL SAY: MARTIAL ART WE SAY: GIVE IT THE CHOP	JACKIE CHAN
	THEY'LL SAY: KICKS ASS WE SAY: SMELLS OF ARSE	SOUTH PARK
	THEY'LL SAY: THE TRUTH IS IN HERE WE SAY: LIES, LIES, LIES	H-FILES
	THEY'LL SAY: TANK RACING WE SAY: W**K RACING	TINY TANK
	THEY'LL SAY: BATTLE CRAZY WE SAY: DRIVES YOU CRAZY	WAR OF THE WORLDS



PlayStation®

Get your adrenalin pumping with the latest in the futuristic racing series, Wip3out. Your challenge is to outrun the stars of the Anti-Gravity Racing League, using your deft flying skills and an array of powerful weapons. The competition is staged across eight sleek new circuits, and now features a two player split-screen mode and a banging soundtrack by DJ Sasha. All up, it's the most hardcore assault on your senses yet. [www.playstation.com.au](http://www.playstation.com.au)



G



**DO NOT  
UNDERESTIMATE THE  
POWER OF PLAYSTATION**

HELP!



How to be an...  
**INSTANT  
EXPERT**

Treated yourself to a PlayStation recently but still don't know your Dual Shock from your G-Con? Wouldn't know a scart lead if it came up and bit you on the arse? You're not alone. Besides, don't worry, help is at hand. Over the next 14 pages we'll help you overcome your social inadequacies in videogaming circles and turn you into an Instant Expert. We start with the basics...

## THE PERFECT SET UP - & HOW TO ACHIEVE IT...

If you've just bought a PlayStation, then getting things set up correctly is paramount. It may be costly, but a decent TV is definitely recommended. Playing on a portable is hard work in racing sims and sports sims, and you really won't get the most out of your games. And if your parents say that you can't play on the main TV because "the games damage it", tell them this is about as accurate as the idea you were delivered by a stalk. It's not true. Oh and give the set a dust, *Syphon Filter* may not be as murky as you thought!

As for which peripherals you add to your PlayStation inventory, we'd recommend a multi-tap and two extra controllers above everything else for that multi-player experience. And a memory card is also vital. The complete run-down of what you can spend your bucks on is on page 36 and 37.

## WHY PLAYSTATION IS THE RIGHT CHOICE - AND HOW TO PROVE IT...

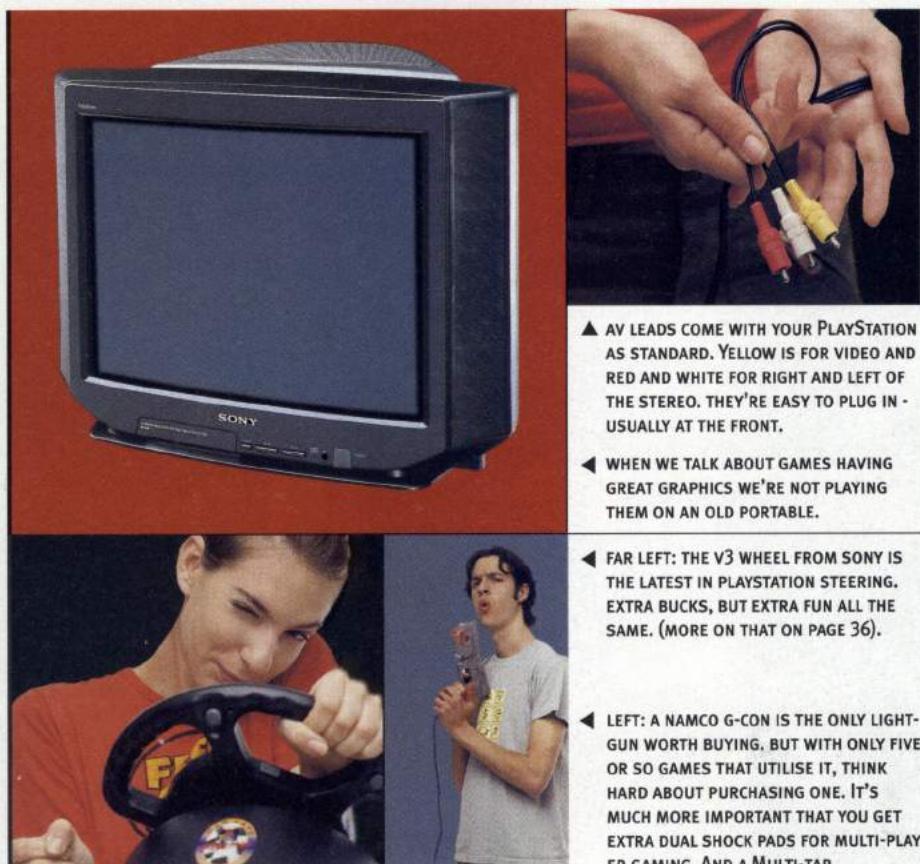
There will be many occasions down the pub, at work or in the playground where some bright spark will say "but of course an N64 is far better than a PlayStation". They're wrong, of course, and here are the reasons to explain this sad error to them:

1. There are over 500 PlayStation games available to owners of Australian PlayStations – N64 owners choose from a double-figure number.
2. More people own a PlayStation than any other console in Australia. Over a million people. That's plenty of playing partners and friends to chat to.
3. Some of the world's best developers work only on PlayStation – Capcom, Namco and Squaresoft who make the biggest-selling series of games in the world, *Final Fantasy*.
4. There will never be a cricket game on the N64.
5. You can play music CDs on a PlayStation – try shoving one of them in an N64.
6. Games for PlayStation are still getting better every month as developers become more and more confident with the machine's capabilities.
7. PlayStation 2 will be the best thing ever.

EDITED BY **JUDIE SIU**



AS ART DIRECTOR, AND SOMEBODY SURROUNDED BY PLAYSTATIONS AT WORK AND HOME – YET NEVER CLASSED AN EXPERT, JUDE SEEMED THE PERFECT PERSON TO HELP NEWCOMERS. DESPITE HER GREAT KNOWLEDGE SHE REMAINS VERY MUCH ONE OF YOU. RATHER THAN ONE OF US.



▲ AV LEADS COME WITH YOUR PLAYSTATION AS STANDARD. YELLOW IS FOR VIDEO AND RED AND WHITE FOR RIGHT AND LEFT OF THE STEREO. THEY'RE EASY TO PLUG IN – USUALLY AT THE FRONT.

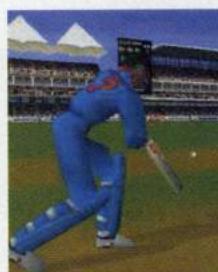
◀ WHEN WE TALK ABOUT GAMES HAVING GREAT GRAPHICS WE'RE NOT PLAYING THEM ON AN OLD PORTABLE.

◀ FAR LEFT: THE V3 WHEEL FROM SONY IS THE LATEST IN PLAYSTATION STEERING. EXTRA BUCKS, BUT EXTRA FUN ALL THE SAME. (MORE ON THAT ON PAGE 36).

◀ LEFT: A NAMCO G-CON IS THE ONLY LIGHT-GUN WORTH BUYING. BUT WITH ONLY FIVE OR SO GAMES THAT UTILISE IT, THINK HARD ABOUT PURCHASING ONE. IT'S MUCH MORE IMPORTANT THAT YOU GET EXTRA DUAL SHOCK PADS FOR MULTI-PLAYER GAMING. AND A MULTI-TAP.

There are a number of peripherals available for your PlayStation but we always advise that you buy Sony endorsed products as they guarantee quality and will never harm your PlayStation.

► CRICKET ON THE N64?  
YOU'VE MORE CHANCE OF SEEING THE POMS WIN THE ASHES.



► REGURGITATOR  
LOVE  
PLAYSTATION.



◀ "I RESPECT YOUR DECISION TO PREFER N64 TO PLAYSTATION, BUT IT'S LIBRARY OF GAMES IS FAR INFERIOR TO THAT OF PSX AND YOU'RE A GROTESQUELY UGLY MAN THAT SMELLS OF WEE."



◀ GOT A VIDEO CARD? IT GIVES YOU ACCESS TO A WHOLE LIBRARY OF VIDEOGAMES TO TRY OUT. LIKE OUR DISC!

▼ RIDGE RACER 4 TWO-PLAYER: YOU MUST TRY IT!

### THINGS YOU MUST DO, AND THINGS YOU REALLY MUSTN'T

Here are the things that you must do now you own a PlayStation. And some you shouldn't...

You must...

1. Stay up all night trying to finish a game or have "just one more go".
  2. Throw a joypad across the room or snap a game in half through frustration.
  3. Have an evening in with mates and beers playing AFL, Jonah Lomu and Shane Warne.
  4. Find yourself singing the PaRappa song.
  5. Phone a cheatline in the middle of the night.
  6. You must rent games from a video store. It's a simple yet brilliant way to try things out.
  7. Cheat against others. It has to be done.
- But don't ever...
1. Stick a scredriver in the back of your machine when it's plugged in.
  2. Buy pirated games. You could be in big trouble.
  3. Fall in love with Lara - she isn't real!
  4. Send off cash to a dodgy mail order company.
  5. Say you're the best at something as there's always somebody who can beat you.



- ◀ LEFT: STAY UP ALL NIGHT PLAYING TOMB RAIDER. IT'LL HAPPEN.
- ▼ BOTTOM MIDDLE: BUST-A-GROOVE - PLAY IT AT A PARTY.
- ▼ BELOW: DON'T PLAY WITH THE BACK OF YOUR PLAYSTATION WHILE IT'S PLUGGED IN. IT'LL END IN TEARS.
- ▼ BOTTOM: YOU MAY END UP SNAPPING GAMES IN FRUSTRATION.



Cheating is part and parcel of PlayStation life. For 16 pages of hints and tips turn to page 67 now. For two-player warfare we recommend pulling out your opponents joypad lead just as they're about to beat you. Juvenile but effective.





## SHOPPING TIPS

Our major tip is to explore the Platinum range. These are games re-released in a lower price bracket after they reach a saturation sales point. If you're new to PlayStation then there are over 25 games at half price like this waiting to be snapped up. We've listed our favourites on page 42 (where you can also win 20 of them). Next tip is to shop around for deals and try second hand shops for bargains. Finally, avoid pirate games and imports as they tend to be more trouble than they're worth. The Australian market is huge and cheap so why look elsewhere for titles.

► DON'T JUDGE A GAME BY ITS COVER – ABE MAY LOOK LIKE AN ODD FELLA (AND INDEED HE IS) BUT IT'S A VERY ADDICTIVE GAME.

▼ APE ESCAPE IS A GAME FULL OF ORIGINALITY AND FUN. IT MAY LOOK CHILDISH BUT DON'T BE PUT OFF.



### WHICH GAMES TO BUY

It really is a matter of taste as to which games you purchase, but we always advise you check with a decent magazines (ie *Official PlayStation Magazine*) for advice rather than follow advertising. Just because a game has a great ad, it doesn't guarantee it will be fun.



◀ FAR LEFT: CHIP IN \$20 EACH AND FOUR OF YOU CAN PLAY V-RALLY 2. WORTH IT.

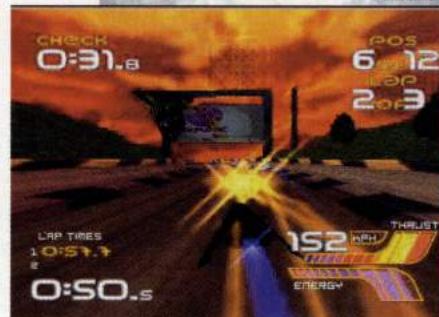
◀ LEFT: DRIVER IS A MUST FOR CAR-CHASE FANS.



► COOL BOARDERS 2 IS FUN!



▼ FINAL FANTASY VII MAY BE THE BIGGEST-SELLING GAME IN THE WORLD, BUT BEWARE IT'S NOT A VERY MAINSTREAM WESTERN TITLE.



▲ WIPEOUT 2097 FOR \$50. BARGAIN!



◀ THE PLATINUM RANGE OF GAMES ARE GREAT TITLES AT LESS THAN \$50. WE LIST OUR TOP 20 ON PAGE 42.

HELP!



ISSUES  
SEARCH  
BOOKS

# INSTANT HELP



APRIL '99 - #21

Playable demos of Metal Gear Solid, Cool Boarders 3, Devil Dice, SCARS, Max Power Racing, V-2000 and the Yarоze compilation, plus video footage of A Bug's Life and Metal Gear Solid.



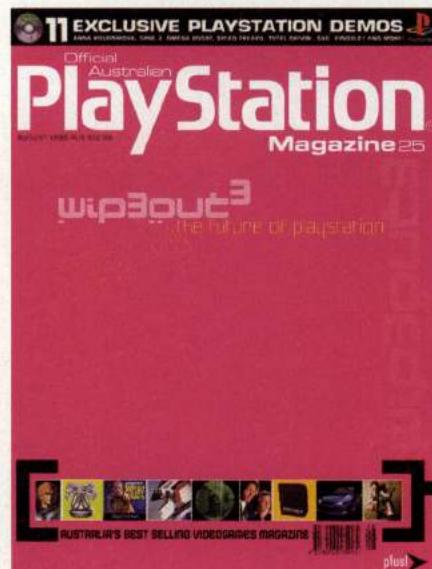
JUNE '99 - #23

Playable demos of Ridge Racer Type 4, Gex: Deep Cover Gecko, Actua Ice Hockey 2, R-Type Delta, Pro Pinball, Swing, T'ai Fu and Pandora's Box, plus video footage of the Tekken 3 Tournament



JULY '99 - #24

Playable demos of Ape Escape, Syphon Filter, Monaco Grand Prix, Bloody Roar 2, Colin McRae Rally and Driver, plus video footage of Final Fantasy VII, V-Rally 2 and Actua Ice Hockey 2.



AUGUST '99 - #25

Playable demos of Anna Kournikova's Smash Court Tennis, Speed Freaks, Croc 2, C&C Red Alert, Aironauts, Omega Boost and Total Drivin', plus video footage of Kingsley and Prince Naseem Boxing.

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#### CONDITIONS OF ENTRY

1. Instructions on 'How to Enter' form part of these conditions of entry. The competition is open to residents of Australia only whose subscription for 12 months or more to *Official Australian PlayStation Magazine* is received between 13/10/99 and last mail 16/11/99, and is signed against a nominated valid credit card or, if paid by cheque, cleared for payment. Coupons are to be sent to Reply Paid 764, *Official Australian PlayStation Magazine*, GPO Box 4967, Sydney, NSW 1028.

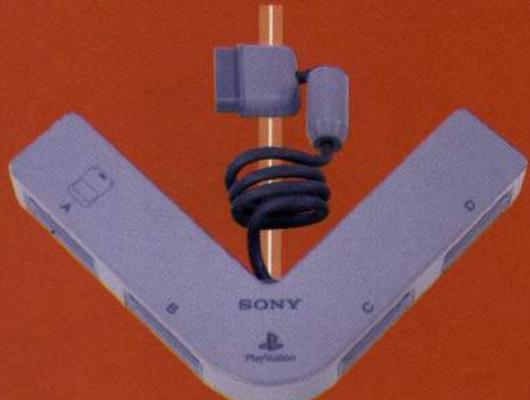
2. Employees of RCP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of RCP, the promoter, and might be used in future marketing exercises.

3. Every eligible subscriber will receive a PlayStation Platinum game valued at \$39.95. To be an eligible subscriber, you must subscribe to *Official Australian PlayStation Magazine* for a minimum of 12 months. Subscribers taking the Easy Payment Plan must subscribe for a minimum of 12 months, paying a total of at least \$100. A 12-month subscription which is processed as part of this promotion may not be cancelled. Prizes are not transferable or redeemable for cash. Any change in the prize occurring between publishing date and the date the prize is claimed is not the responsibility of the promoter. Please allow 30 days for delivery.

SUBSCRIBE



# peripheral vision



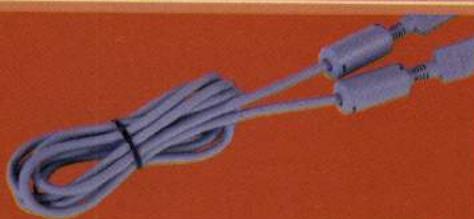
RIGHT: V3 STEERING WHEEL \$109.95

The latest wheel from Sony is probably the best on the market. The question is: how much of a PlayStation nut are you? There's no doubt that playing racing games is a scream with the wheel, but remember you can only use it with racing games, whereas a joypad will play with any title you get. But pedals, brake, accurate steering and gears; this really has the lot. So if you're a wheels fan, then go for it, there's no better feeling.



ABOVE: MULTI TAP \$59.95

Double the fun by playing up to three other adversaries instead of just one! The benefits of this wondrous device are obvious. Try *Pay Poy*, *V Rally 2*, *WWF Attitude* and *Speed Freaks* in four-player multi-tap mode and you'll wonder why you didn't do things this way all along. The device is also great for soccer and basketball games. There's no doubt that multiplayer gaming is the way ahead.



LINK CABLE \$44.95

Yes, you do need two machines and two TVs sitting in the same room next to each other, but having scored all these, the Link Cable is actually pretty cool. Games like *Red Alert* are brilliant in link mode, and unless you have an expensive PC and all that goes with it, the PlayStation is the only other means of playing this great multiplayer game. *Wipeout 2097* on two TVs is also a must!



SCART LEAD \$40

"A what lead?" you might be asking. Indeed these adaptors aren't as popular as they used to be (now that RF cables have been replaced by RCA units). That said, many TVs still take a SCART input, and the quality of the picture is better than using your standard TV RF antenna plug. Only worth a look if you don't have the three-plug PlayStation input on your TV or a video.



MOUSE \$49.95

The PlayStation has a healthy stable of strategy games, adventures and other unusual offerings that have filtered down from the PC community. Games like *Riven*, *Red Alert*, *Warcraft* and *Theme Hospital*... Most will work with a joypad, but a mouse will really get the best from them.



NAMCO G-CON 45 \$59.95

*Time Crisis* quite simply is not the same without one of these fine implements firmly wedged in the sweaty palm of your hand. The G-Con is very ergonomic. It just feels right as you let it balance in your hand prior to wasting a bunch of bad guys with a well placed lethal lead load-out. Great gun!

# peripheral vision



**RIGHT: POCKET STATION**  
\$2100 (APPROX, INCLUDING AIRFARE TO JAPAN)  
OK, so you can't really get these locally yet, and we probably won't see them until sometime next year (if that). However, if you want one and are determined enough you could jump on a JAL Jumbo jet, land in the Land of the Rising Sun, visit the consumer electronics centre in Shinjuku and buy a Pocket Station (as well as Japanese software and a Japanese console). All things, no matter how difficult, are possible if you are prepared to spend stupid amounts of money.

**BELLOW: DUAL SHOCK \$59.95**  
A superb jigger for racing games, and not too bad if you are into flight sims either. The Dual Shock joypad is an absolute must for *Ape Escape* (where you can use both analogue sticks to row a boat, as well as do many other useful things). *Wipeout 3* is also suddenly a lot smoother with analogue control and, once you have mastered it, games like *Gran Turismo* are brilliant. The pad is top stuff with recently released adventure efforts like *Croc 2*. The force feedback is also fun if you are into beefy brawlers like *WWF Attitude*.

**ABOVE: SONY TRINITRON 80CM DIGITAL TV RRP \$3999**  
The latest flat-screen TVs from the 'one and only' are pretty awesome. For a big wad o' cash you can get something real special which will see you playing your games in all of their big-screen cinematic greatness. You can also partition the screen so that you can check out an episode of *Dog's Head Bay* while still playing. Or not. These units are friggin' awesome, but you do pay for the privilege.

**LEFT: MEMORY CARD \$29.95**  
Get through *Resident Evil* or *Crash Bandicoot* without one of these? No chance! The memory card is essential kit in any serious gamer's utility belt. Record those memorable replays in *Gran Turismo*, unlock hidden fighters in *Tekken*, and then charge your fiends to copy your hard-earned data (if you are cheeky enough). These cards have pretty much changed the face of console gaming when it comes to saving your efforts so that you can pick up where you left off at a later date.

**GEORGE SOROPOS**

**GADGET MAN**

INDUSTRY VETERAN GEORGE REVIEWS GAMES FOR THE *DAILY TELEGRAPH* AND THE OFFICIAL AUSTRALIAN *PLAYSTATION* MAGAZINE ON A REGULAR BASIS. HE KNOWS HIS SCART LEAD FROM HIS DUAL SHOCK.



HELP!



update



# PlayStation2 Latest

Quite simply, it will be the best games console the world has ever seen. But also so much more than that...

The whole games industry (plus computer world and stock market) was shaken on March 2 this year when Sony finally announced the specs of what it dubbed the "next-generation PlayStation". Rumours of the console had been flying around for a couple of years, but when Ken Kutaragi revealed what his "new baby" was capable of, jaws were on the floor.

At the core of the PlayStation2 is the Emotion Engine (EE), the world's first fully 128-bit CPU.

TERUHISA  
TOKUNAKA  
ANNOUNCES  
PLANS FOR THE  
PLAYSTATION2

While the 300MHz clock speed may not be as fast as the latest PC, the EE has vastly superior floating-point calculations which, when applied to the processing of 3D game graphics, beats a high-end PC (even with graphics accelerator card) many times over. The Emotion Engine is partnered by the Graphics Synthesizer, a parallel rendering engine that contains a 2560-bit wide data bus - 20 times the size of leading PC-based graphics accelerator. The machine's ability to process and transfer massive amounts

of multimedia data equates to four times the performance of the fastest PCs. By incorporating MPEG2 decoder circuitry, it will be possible to simultaneously process high-resolution 3D graphics data at the same time as high-quality DVD images.

What all this tech-speak basically means is the PlayStation2 is a graphics supercomputer, able to manipulate movie-quality effects in real-time. Even the US government is scared of its power, threatening export restrictions to countries like China. With a common standard (USB) interface all manner of connectivity will be possible - you'll be able to hook the PlayStation2 up to a keyboard, mouse, joystick, printer, VCR, even a digital camera. This means that you could put your own face on that of the game's hero and adventure in photo-realistic virtual worlds. The future is just around the corner. Bring it on!

EDITED BY

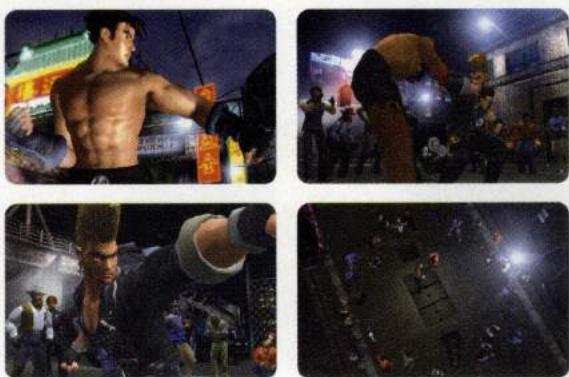
STUART CLARKE



LAUNCH EDITOR OF HYPER, STUART HAS BEEN AROUND THE VIDEOGAMES INDUSTRY FOR OVER A DECADE. CURRENTLY HE WRITES FOR THE DAILY TELEGRAPH AND ROLLING STONE. HE IS AS EXCITED ABOUT THE LAUNCH OF PLAYSTATION 2 AS HE HAS EVER BEEN IN HIS LONG JOURNALISTIC CAREER.

## Causing a commotion

*Tekken Tag Tournament* will be one of the launch titles when the PlayStation2 is released in Japan on March 4, 2000. The game features the characters from the arcade game but looks even better. The perspectives used, the lighting effects and the details of individual fighters and their movements are simply incredible.



## Grand touring

*Gran Turismo 2000* will be a key launch title for PlayStation2, and after seeing the game in Japan recently, we suspect it could be the best and most realistic driving simulation ever. It was the stand-out title at the Tokyo Game Show. The cars are amazingly detailed, and smoothly hurtle around the tracks at incredible speed. Getting the cars around the tricky courses will require a high degree of skill, but petrol heads looking for the ultimate driving experience should start saving their pennies now.



## The shape of things to come

Whichever way you look at it, the PlayStation2 is a revolutionary beast. The machine can stand horizontally as well as vertically, and its stunning black design is perfectly in keeping with the PlayStation2's role as the centre of your home entertainment system. You can play PlayStation games, DVD movies and music CDs.



## The 10 Most Frequently Asked Questions...

### WHEN IS IT COMING OUT?

PlayStation2 will be released in Australia in Spring 2000. It will launch in Japan on March 4, 2000.

### DOES IT USE CDS OR DVDS?

The PlayStation2 has a DVD drive that is capable of reading both CD-format (650 Mb) discs as well as DVD-formatted discs (4.7 gigabytes). Sony says most games will still be written to the standard CD format until game developers find it necessary to utilise the enhanced storage capacity of DVD.

### IS THERE LONG LOADING TIMES?

The drive has a speed of 24-times a standard audio CD player when handling CD-ROM discs, and four-times speed when handling DVD discs. One of the reasons Sony is using a disc tray is to accommodate these high speeds. It will be a major improvement on the PlayStation.

### DOES IT PLAY DVD MOVIES?

Yes, straight out of the box you will be able to play movies on your PlayStation2. Considering most DVD players currently cost over \$1000, this makes the PlayStation2 fabulous value for money.

### CAN IT LINK TO THE INTERNET?

A modem will not be built-in, but PlayStation2 has been designed to make the most of the Internet and games will be released to support online players. In 2001, Sony plans to sell an expansion module that will plug into the PC Card slot and include a high-capacity hard drive and cable modem. You will be able to surf the Net and play multi-player games.

### HOW MUCH WILL IT COST?

When launched in Japan, the PlayStation2 will cost 39,800 Yen - which is about \$600. Sony Australia expect the machine to cost around \$700-800 when released in Australia. PlayStation cost \$699 when launched in Australia, so PlayStation2 with its extra capabilities should represent good value for money.

### DOES IT PLAY OLD PLAYSTATION GAMES?

Yes, the PlayStation2 can play original PlayStation games. But the system will not enhance your old PlayStation games.

### DOES IT USE EXISTING PLAYSTATION PERIPHERALS, LIKE CONTROLLERS AND MEMORY CARDS?

Yes. While the PlayStation2 has a new Dual Shock controller and high capacity 8Mb Memory Card, all original PlayStation memory cards and controllers will work on the PlayStation2, thus ensuring 100% backward-compatibility.

### HOW MANY CONTROLLER PORTS DOES THE SYSTEM HAVE?

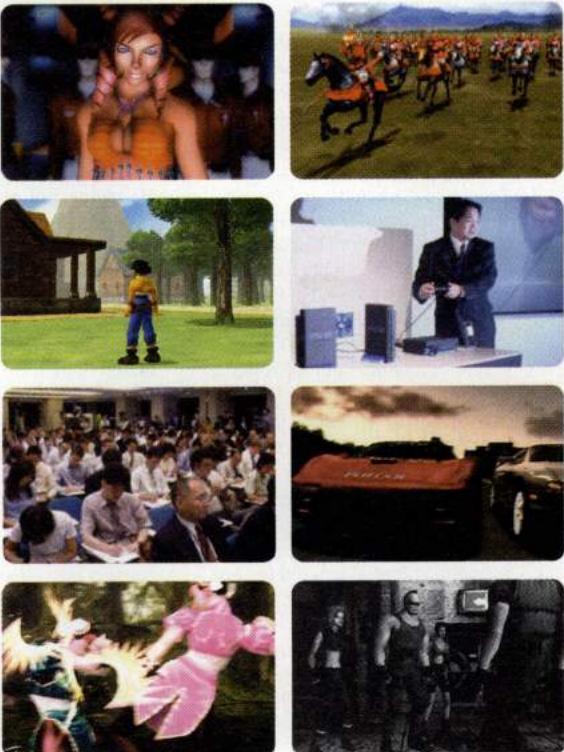
The system has two controller ports, but will support the Multi Tap for up to eight players. Users might also be able to add more controllers using the USB connections on the front of the console.

### WHAT PUBLISHERS AND DEVELOPERS ARE MAKING GAMES FOR IT?

The big names already on board for PlayStation2 game development include Namco, Square, Capcom, Eidos, Electronic Arts, Konami. Titles include new versions of *Tekken*, *Gran Turismo*, *Final Fantasy*, *Ridge Racer* and *Metal Gear Solid*.

## Great unveiling

Sony's President and CEO Ken Kutaragi unveiled the PlayStation2 on the eve of the Tokyo Game Show in September to a packed audience. A dozen playable games were shown. Some of the first games released on the PlayStation2 will include Square's remarkable fighting adventure *The Bouncer*, *Kessen* with its hundreds of horse-bound warriors, Sony RPG *Dark Cloud*, the new *Ridge Racer* from Namco, more beat 'em up action from Capcom in *Street Fighter EX 3*, and EA's shoot 'em up action adventure *X-Fire*.



**THE GAMES SHOP ASSISTANT**

Hair like nylon frames a face which appears modelled on a canoe. The damp locks climax at the shoulder and distribute a light drizzle of oil. A quality haircut is not highly placed within the shop assistant's remit. And with his Alundra T-shirt, neither are clothes. He is, however, The Games Thesaurus. He is digital knowledge. He is Tron. And all for \$3 an hour.

**NAME:** Darryl Watson

**AGE:** Looks older, but not wiser. **SO HE'S DOWN WITH THE SHOP-WORK VIBE?** He likes working with games. He is less keen on 'the customers'.

**WHY SO?** He maintains his arrogance is due to his innate gaming wisdom. According to Darryl he simply can't relate to anyone who doesn't know the year *Gauntlet* first appeared. In reality his aggression merely represses acute fear of all beings not prone to pixelation up close. He lives with his mum who generously keeps him in Four 'n' Twenty pies, Twilights and Coke. They rarely speak. She slips his dinner under his door each night at 7.00pm. Precisely.

**RECLUSIVE THEN?** Indeed. His locked room is a shrine to imported Japanese game-related ephemera, which he protects with clingfilm. The centrepiece is a half-size *Tekken* doll, home-made from paper, egg whites and hair. Darryl spends most nights hugging it, whimpering to himself and dreaming of a place where he could raise his Gunblade to the skies and be adored by oriental girls with dinner-plate cartoon eyes.

**THE MORAL CRUSADER**

With rough tweed skirt cut below the knee, pearl twin-set and brogues, the moral crusader would not be out of place in a Victorian sideshow. Integrity incarnate, chastity is her all – although it's never really been tested.

**NAME:** Maude John Baggage  
**AGE:** 49, never been kissed.

**WHAT DOES SHE GET UP TO?** Harrassment mostly. Tedious badgering and irritation.

**WHY SO?** She believes her ethical way is the righteous way and should apply to all: films, music, literature and, of course, games.

**HOW IS THIS ACHIEVED?** It's not. She is viewed within creative industries as a joke.

Consequently her letters of anguish and calls of complaint provoke amusement or boredom.

**IS SHE AWARE OF THIS?**

Seemingly not, as her perseverance never wains. Her anger at society's affection for cartoon violence leads her to constant prayer.

**ANY LUCK THERE?** She's sure He'll get round to it when He's less busy.

**LIKELY TO SAY:** "Of course all those shootings in America are down to those evil *Crash Bandicoot* games."

**UNLIKELY TO SAY:** "It often surprises me that although less than 5% of videogames made contain any violence whatsoever, it is these that continually attract generic media coverage".

**HOW DOES SHE RELAX?**: Listening to John Denver and scanning a well-thumbed collection of Danish porn mags – for research purposes only...

**THE GAMES TESTER**

As is perhaps expected of a male who spends 24 hours a day, every day indoors, the games tester is deathly anaemic. His epidermis is semi-transparent and you can almost see his weak lungs puffing away beneath his limp pelt. His brain houses a gently vibrating bolus of mind flesh, chocka with ludicrously banal game facts. Strangely, he is currently single.

**NAME:** Erwin Montana.

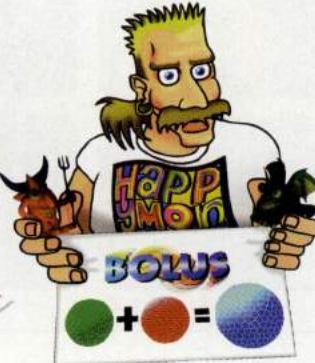
**AGE:** A 23-year-old dude in the body of a schoolgirl.

**GAMES TESTER EH?** Currently working on Soft Soft's *Catacomb Incursion*, Erwin's task requires him to manipulate the game's heroine up against every solid surface in the game. From every angle. In every camera view. He's been at it for three-and-a-half weeks.

**WHAT ARE THE RAMIFICATIONS OF SUCH MUNDANITY?** Well, he is compelled to apply plasters to his raped thumb skin hourly, while his inflamed eyes hang from his head like melted jellyfish, gently seeping bilge.

**DOES THIS MAKE HIM HAPPY?** Not that much. He has pretensions to produce games. However, his preposterous, left-field idea for a puzzle game involving 18th Century French furniture was predictably met with unrestrained amusement.

**IS HE A RECLUSE THEN?** Oh no, but throw in a wardrobe of tired, anachronistic, tight shirts and his habit of enjoying a little too much the enforced closeness a packed pub affords, and his grotesqueness becomes all too apparent.

**THE FOREIGN DEVELOPER**

Unashamedly enthusiastic and with broken English flapping, the foreign games developer grins into a room. Happy just to be in a country where facial hirsuteness isn't a prerequisite of female beauty, this 'zany' fool constantly tries to ingratiate himself into any group "De rock and roll, jah, de Hooties ant de Blowing Fishes, jah, rock on," spits from beneath his porno-movie moustache. He then suggests, "Beer unt women, jah, oh jah, ha, ha, ha... ha... jah."

**NAME:** Marc Van Der Volk

**AGE:** 23, looks 35.

**WHATS HE ABOUT?** He's in Australia trying to find a publisher for his new game *Bolus*. It's a game involving marbles. Or as he puts it, "Unt hilarious funs, you hit de balls, with jor ball to make more balls, then collect the balls int jor bigga ball. Fun, no?"

**A HAPPY MAN?** Unless he's at home. Unfortunately his hairy wife has refused him carnality since he started the *Bolus* project. He began developing it in 1984 on his ZX Spectrum.

**ANY SPARE TIME?** At the cutting edge of music appreciation circa 1989, he likes to spend quality time with his 'Madchester' dance records. He likes solo dancing in his shed to 'de Happy Sundays'.

**IS THAT HIS LIFE THEN?** That and trying to "get de freshes" with "bootiful" industry ladies. He is rarely successful, but still he tries very hard.

**LIKES:** Silty beer, crrrrazy humour, distressed leather.

**DISLIKES:** Sarcasm. "Ha, ha, ha, ha... A doon't understand".

The stereotypical gamer is a geek that sits alone in his room wagging his joystick into the early hours - right? Wrong! But that's not to say that a few of the characters in the PlayStation world aren't a little eccentric...

# just typical



## THE PANZINE EDITOR

His wan features are broken only by crimson boils, pimples and pustules, which his incessant picking infuriates. The aspirational trappings of the real world mean little to this oily urchin. Pixels are his currency; a well shaded polygon, his dollar sign. Flapping his Press pass gets him by the doormen at industry bashes, where he proceeds to cane the free bar, giggle like a girl and bore all by yapping about his photocopied project, *PlayStation Nation*.

**NAME:** Saul (Czar O'Games) Bovey  
**AGE:** 19, yet appears pre-pubescent.

**WHAT'S HE ABOUT?** Amateur journalist extraordinaire, yet confident that the world is desperate to hear his views. Pesters everyone with pitiful grammar, and the obligatory, 'we're completely mad!' attitude.

## SO: PLAYSTATION NATION?

Laboriously produced from home on a dodgy typewriter and sneakily photocopied while 'browsing' at Officeworks, this medley of monochrome comprises reviews of *Tomb Raider* and *TOCA* and tips (copied from an old magazine) for *Bloody Roar*, and many pictures of breasts. He hopes to start an Internet site soon, but first needs a computer.

**WHAT ARE HIS CHANCES LIKE, THEN?** Debatable. He's mouthy, but his mind meat is a torrent of insecurities, especially concerning his tiny genitals.

**WHERE DOES HE GO FROM HERE?** To his local corner shop to badger them into stocking his juvenile fancy... or perhaps to the toilet for a quick fiddle, first.

## THE CONFUSED READER

Less physically grotesque than vaguely mind-bent, The Confused Reader, while not clinically subnormal, is prone to converse as though under attack from an eight-armed demon. Usually over the phone. To *PSM*. A lot.

**NAME:** Rhy-Lee Bohring

**AGE:** Eight to 80

**HOW DOES ONE IDENTIFY SUCH A BEAST?** This is accomplished in three simple stages. To begin with, the phone rings and is answered.

## I - THE INTRODUCTION

The reader will enquire: "Hello, do you do the *PlayStations*?" It is this naivety which first alerts *PSMs* verbal cloaking device. A tentative "Yes" is proffered.

## 2 - THE PREAMBLE

Confused will then say, "Because... er... because I buy the magazine..." (Perhaps a given, since he's phoning it?) Then, "And I've... er... got a PlayStation." (Again, not uncommon among readers.)

## 3 - THE DAFT QUESTION

**DAFT?** Take your pick from...

- "What's your address?" (That would be the one written above the number just dialled.)
- "Can you help me on that *Residential Evil*? And *Tekken*?"
- Asking for cheats to a game months before its release.
- "How many people have ever completed *Gran Turismo*?"
- And the classic "I've put your disc in my PC, but I can't get it to work..."

**SO WHAT OCCURS?** At this point, *PSM* despairs and makes haste to a local pub to drink deep and forget. After all, absinthe makes the heart grow fonder.



## THE GAMES TV HOST

With visage lightly baked like a underdone muffin, the TV host applies iridescent gloop to his receding wisps, before going at his lashes with a blackened pod. It's yet another day under the studio heat lamps.

**NAME:** Porter Fraxby

**AGE:** Maintains he's 27; he's 36.

**WHAT'S HIS STORY?** As resident 'gamespert' on Channel Zeus' *On the Game*, Porter's aim is quite simple: to flog PlayStation-related ephemera. This he accomplishes through spending half an hour discussing the merits of the auto-fire feature on a mauve third-party joypynth, and ushering on special guests (ie blotchy boffins from unaccomplished PlayStation magazines).

**AND THIS DON'T MAKE HIM HAPPY?** Not hugely. He's not enamoured with videogames and feels his talents for grinning, filling air time with waffle and looking like a suited kebab are meant for better things.

## HOW DID HE WIND UP IN THIS VOCATION THEN?

Started as a researcher on Australia's *Funnies Home Videos*. After eight years he was head-hunted to front two-minute fillers on Radio Perth. A year later he was *On the Game*.

**AND HIS FREE TIME?** He hangs about shopping malls and feigns surprise on the odd occasion that an oik approaches for a autograph. Other times he just squats in his bedsit, among the detritus of a hundred microwave meals and soiled toilet rolls, stroking pictures of Mike Munro and Ray Martin.



## THE BEAT 'EM UP FANATIC

You all know the beat 'em up fan. The thousand-yard stare, the bleeding knuckles, the necklace of dried apricots that's supposed to resemble a string of human ears...

**NAME:** Lei-Chang Dragon-Trousers.

**ACTUAL NAME:** Colin Harrison.

**AGE:** Age is a Western notion that ignores such concepts as reincarnation.

**WHICH TRANSLATES AS?** 26 next October.

**WHY ALL THE OBSESSION?** As a child, Colin was culturally irradiated by a blend of *Monkey* repeats, snuff movies and that kung fu fighting. He once went to a judo class but got a badly bruised toe; since then he's stuck to Jackie Chan videos.

**CHAMPION OF THE WORLD?** No, Parramatta.

**HUH?** Beat 'em up fanatics rarely display their abilities in tournament. But when two come together, it's a bit like *Highlander*.

## THERE CAN ONLY BE ONE?

Exactly. Nasty stuff. So, a typical day's gaming involves... Up at six sharp, 200 press-ups, and a swift purifying bout of self-flagellation before donning combat trousers and studded bandanna and assuming the now-traditional lotus position before PlayStation-san. He lives on water and rice crackers.

**LIKES?** *Tekken*, *Tekken 2*, *Tekken 3* and *Crash Bandicoot*. Actually, scratch that last one.

**DISLIKES?** Easy beat 'em ups, cute platformers, those who defile the bushido, and Leonardo DiCaprio – he looks like a girl.

HELP!



win the top 20 platinum games

# • precious metal •

Just to qualify for Sony's exclusive Platinum label, a game must meet a stringent set of requirements - the result is that only the very best make the grade. The Platinum range is packed with classic titles. All for less than \$50. If you fancy treating yourself to a bargain, cast your eyes across these 20 selected as the best value for money by Steve Polak. Alternatively, enter the competition below and win the lot!



## 1. WIPEOUT 2097

### FUTURISTIC RACER

A cool Chemical Brothers / Prodigy soundtrack. Some great weapons and truly fast, futuristic 'anti-gravity' racers. How can you possibly say no?

## 2. COOL BOARDERS 2

### Snowboard Racer

So much better than the original effort. *Cool Boarders 2* lets you do more than a few radical moves in the tricks arena.

## 3. DESTRUCTION DERBY 2

### STOCK CAR RACING

Before it made *Driver*, this was the game that made Reflections' reputation. You can see why it was going to be so big. This is literally smashing fun.

## 4. TEKKEN 2

### FIGHTING GAME

Okay, so *Tekken 3* is in the shops as part of the Platinum range, but we're still fans of this version. For nostalgia reasons, possibly.

## 5. ISS PRO

### SOCCER SIMULATION

If you like soccer then you must have this game. It's as simple as that.

## 6. TRACK AND FIELD

### ATHLETICS SIMULATION

The Olympics are on the way, and what better way to limber up than with a bit of blister-inducing button-bashing fun? A great party game and still a great-looking game three years after launch.

## 7. HERCULES

### PLATFORM ADVENTURE

Okay, perhaps not the greatest game in this list, but with all these bargains for yourself, spare a thought for your young nephew, or son even.

## 8. FORMULA 1 '97

### MOTOR RACING SIMULATION

Easily the best *F1* game you can get, even though it is the oldest. The version that came after this took the genre back by a couple of years, but this one is great.

## 9. RESIDENT EVIL 2

### HORROR ADVENTURE

So you have finished *Silent Hill*. Time to look at the game which inspired it. Lock yourself in a dark room, crank up the sound and get ready for some genuinely frightening moments.

## 10. PROB TO BLACK

### ADVENTURE GAME

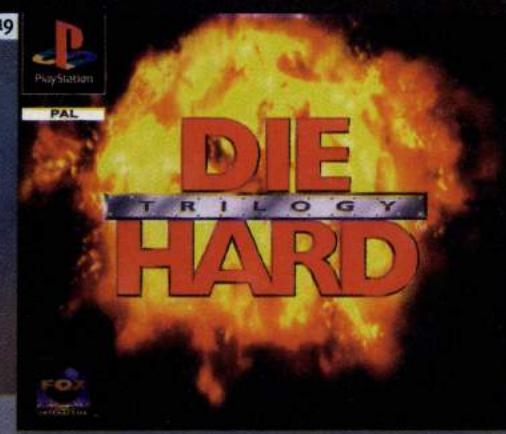
One of the seminal adventure games on PlayStation, in many ways this paved the way for *Tomb Raider*.

CONDITIONS OF ENTRY: 1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia, other than employees of ACP Publishing Pty Ltd, Sony Computer Entertainment and Sony Music, their associated agencies and families. (As ever that includes Liz-on-Take's son. Sorry mate: we know they're great competitors but until Mum gets a new job, you can't enter). 2. The contest closes last mail 17/11/99. The contest will be judged by a panel appointed by ACP at the promoter's premises on 18/11/99. The judges' decision in relation to any aspect of the competition is final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late or misdirected mail. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney, NSW 1028 and may be used in future marketing exercises. 3. The total prize value is \$1000, valued on 10/9/99. This consists of one major prize pack comprising 20 Platinum PlayStation games. Prize is not transferable or redeemable for cash. Any change in value of the prize occurring between publishing date and the date the prize is claimed is not the responsibility of the promoter. 4. Winners will be notified by security post and their names published in the January issue of PSM on sale 29/12/99.

win the whole lot



PlayStation™



PlayStation™ PLATINUM

#### 11. GRAN TURISMO

CAR-RACING SIMULATION

Drive some of the fastest Japanese road cars out there, then experience the *déjà vu* as you play *Gran Turismo*. This game should be in the collection of every PlayStation owner.

#### 12. FINAL FANTASY VII

ROLE-PLAYING ADVENTURE

It may not be for everyone, but if you like a good yarn, lots of massive monsters and turn-based spell-casting

combat there's no better game out there. Until *FF VIII*...

#### 13. TOMB RAIDER 2

ACTION ADVENTURE

Budget Lara. *Tombz* had a lot more combat than the original, and while not as good as the first game, it is still a winner.

#### 14. TOCA TOURING CARS

CAR-RACING SIMULATION

The sequel to this touring car effort is better than the original, but if you are low on

bucks the original *TOCA* is still a solid option.

#### 15. ODDWORLD

PLATFORM ADVENTURE

He is gangly. He is trying to escape his captors and he is the cute alien who farts. Abe may be 2D, but the game is full of 'atmosphere' (phew!).

#### 16. TIME CRISIS

LIGHT-GUN ADVENTURE

Having a bad day? Why not take it out on scum-sucking terrorists? With a gun!

#### 17. MICRO MACHINES V3

MINI RACING GAME

Tired of playing with Hot Wheels cars you have to push around the place? Then get this. The miniaturised cars are still there, but now you are at the wheel.

#### 18. DOOM

FIRST-PERSON SHOOTING GAME

On the PC this game redefined 3D action. Check out why as you battle the demonic hordes with your BFG (Big F\*\*\*\*\* Gun).

#### 19. DIE HARD TRILOGY

RACING/SHOOTING/ADVENTURE

Possibly the best value of all, this is three games in one. Try not to smirk as you splat pedestrians during the driving stage.

#### 20. CRASH 2

PLATFORM GAME

After the runaway success of the original, this sequel saw Crash pick up a few new moves, and a whole host of new and colourful environments. A top title.

NAME: \_\_\_\_\_

ADDRESS: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

PHONE: \_\_\_\_\_ AGE: \_\_\_\_\_

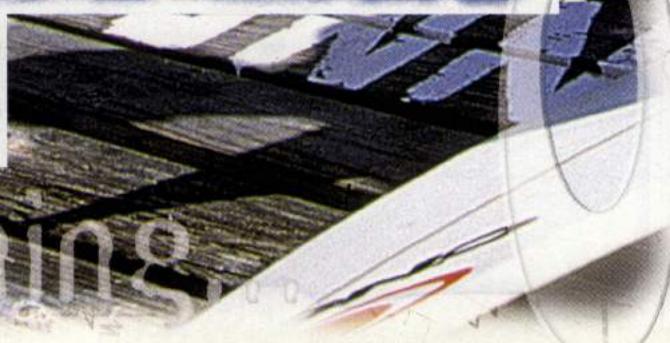
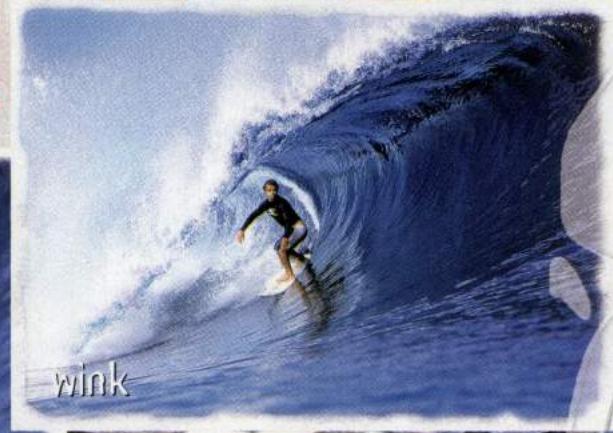
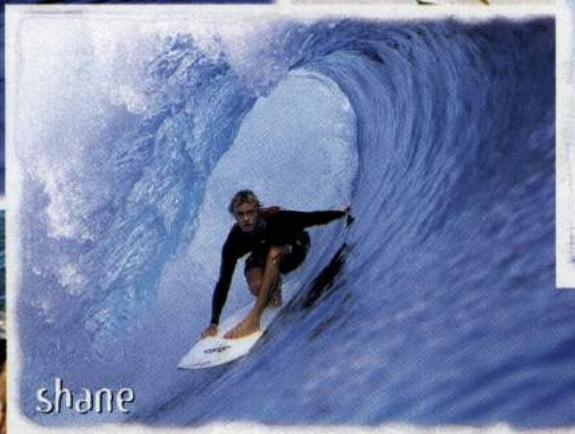
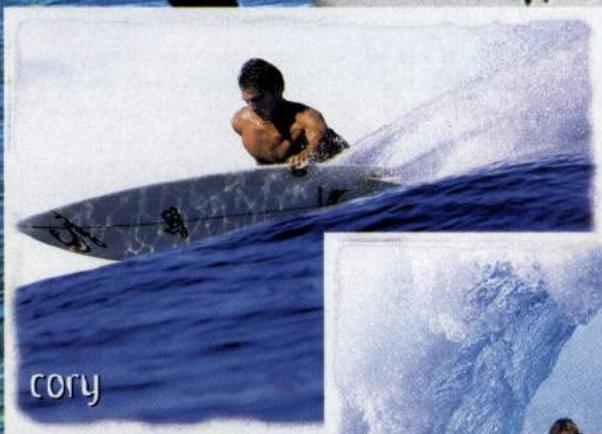
FAX AND E-MAIL: \_\_\_\_\_

QUESTION: WHICH WERE THE FIRST SIX PLAYSTATION TITLES TO BE RELEASED UNDER THE PLATINUM LABEL IN AUSTRALIA?

ANSWER: \_\_\_\_\_

321  
featured surfers (L to R): Cory Lopez, Shane Beschen & Lee Winkler Photo's: Bill Morris

**O'NEILL**



since the beginning

# PLAYTEST

## Five-star Reviews

The five games given five stars by our five stars!



EDITOR  
ROB PEGLEY

**DON'T YOU JUST LOVE MAKING LISTS?** Of course you do? No, I'm not talking 'Jobs to do' or 'This week's shopping'. Not that sort of boring, everyday list. I'm talking 'Ten favourite Rugby League players', 'Five favourite female news-readers' or even 'Most-hated boy vocal bands'. (For the record, N-Sync tops my list in that last category.)

It's the sort of list you make when chatting down the pub or sitting around with mates, and certainly we have them in our office all the time. Okay, so we don't retreat to the corner of the office with pen and paper under test conditions and return with actual neat lists (1. Chris Bath, 2. Sandra Sully, 3. Jessica Rowe...). Everyone just does it mentally and subconsciously all the time and drops those lists into conversations. When it comes to Australia's Funniest Home Videos, for example, one person might prefer watersports-related mishaps, while another might prefer it when recently completed constructions fall apart, and yet another might like it when people fall off stages in amateur theatrical productions...

When it comes to PlayStation games, the situation is no different. We all have an opinion about what's the best game; we all want to compare things; and we all want to list our five favourites of the month, of the year, of all time. Is *Silent Hill* better than *Resident Evil 2*? Is *Syphon Filter* as good as *Metal Gear Solid*? And what are the best five rally games on the PlayStation?

Well, over the next 20 pages we showcase what our experts consider to be the best five PlayStation games of recent months. Each game was picked for the uniquely special experience it brought to PlayStation, and we explain in detail its right to be in this elite list. There were a few games which arguably should have been included (*Driver*, *Speed Freaks*, *Syphon Filter* and *Silent Hill* being the main ones omitted), and all of these are detailed in our complete A-Z guide later in the magazine. For now, however, enjoy the stealth and cunning of *Metal Gear Solid*, the extreme speed of *Ridge Racer 4*, the addictive playability of *Ape Escape*, the incredible adventure which is *Soul Reaver*, and the breathtaking thrills of *V-Rally 2*. If you have money to spend on a PlayStation game then we'd heartily recommend any of these. And if you don't agree, then send us your list of five titles and we'll see what we can do next time...

Rob Pegley

GRAPHICS  
GAMEPLAY  
SOUND  
OVERALL



ANDREW IREDALE



STUART CLARKE



STEPHEN PIERCE

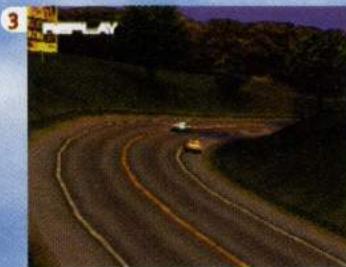


GEORGE SOROPOS



JASON HILL





- 1 DOESN'T THAT OPEN ROAD LOOK INVITING? Go for it.
- 2 THE RECTANGLE YOU CAN SEE IS YOUR REAR VIEW MIRROR.
- 3 TIGHT CORNERS ARE THE GREATEST CHALLENGE.
- 4 ONLY SEVENTH? PUT YOUR FOOT DOWN, SON!
- 5 ONE OF MANY VIEWS.



Another car game? Well, as someone in a *Carry On* film probably once said, there's always room for one more on top.



## Ridge Racer 4

**Ridge Racer** was the first game made for the PlayStation and can claim credit for making people aware of the power of Sony's new machine. Never before had gamers been given the opportunity to play a true arcade quality game in their own home. And what a game! Namco's 1994 creation became an instant hit, with a number of sequels for both the arcade and home following.

The 1999 installment is the most polished example yet, and eminently the most playable. On the surface *Ridge Racer Type 4* stays true to its 'racing roots', having the same driving 'feel' as its

The single player game enters you in the Real Racing Roots 1999 Grand Prix, in which you can win new makes and models by racing against computer opponents in a series of races. To begin a GP season

**"It is without doubt the fastest and best-looking driving game you'll ever get your hands on"**

predecessors. But a huge array of improvements have been made under the surface, and the result is one of the most comprehensive arcade racers to date. Most notable is the vast range of cars that can be won and saved to memory card, and the two-player Versus mode that pits your saved cars against those of a friend.

you first select which team you would like to race for. This determines the difficulty level of the races, as well as the performance specifications of the cars you'll win during the Championship. Next you choose which of the four different car manufacturers you want to have supplying you with cars throughout the race season. Each make has its own

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K-MART	\$48.95
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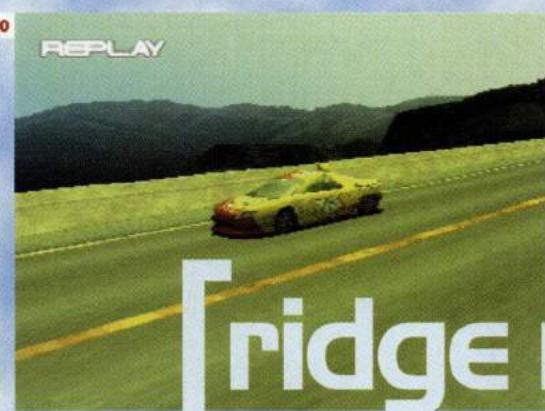


RACING GAMES JUST AREN'T WHAT THEY USED TO BE. THEY USED TO BE GAMES. NOW THEY'VE BECOME FULL-ON SIMULATIONS THAT SEEK TO REPLICATE EVERY FACET OF REAL AUTOMOTIVE RACING, RIGHT DOWN TO THE GIRLS WHO HOLD BROLLIES OVER THE DRIVERS ON THE STARTING GRID. GRAPHICALLY, THE CARS ARE AS GOOD AS THE COMPUTER DESIGNS USED TO PRODUCE THE REAL THINGS. THE HANDLING IS SO PRECISE THAT TO PLAY WITH THEM IS TO DRIVE THEM, AND THIS IS WHY YOU HAVE A PLAYSTATION. *RIDGE RACER 4* IS ONE OF THE FINEST EXAMPLES TO DATE. IT IS WITHOUT A DOUBT THE FASTEST AND BEST LOOKING DRIVING GAME YOU'LL EVER GET YOUR HANDS ON, AND ONE THAT YOU'LL NOT WANT TO STOP PLAYING ONCE YOU DO. DESCENDED FROM THE CLASSIC *RIDGE RACER* ARCADE GAME, *RIDGE RACER TYPE 4* IS THE LATEST IN A SERIES THAT HAS BEEN A PART OF THE PLAYSTATION'S HERITAGE SINCE DAY ONE.



on the demo

Although you can't play *Ridge Racer Type 4* on the demo CD with this issue, there is sufficient video evidence to convince you of the speed and graphical brilliance that the game is capable of. All you need to do now is try out the handling for yourself. And if you buy the next issue of *Official Australian PlayStation Collection* you can do just that. On this month's CD it's probably worth comparing *Ridge Racer 4* with *Gran Turismo* which you can also play this month. Similar in many ways, but with lots of different touches.



*Ridge Racer* was the first game made for the PlayStation and there have been other versions including *Rage Racer* and *Ridge Racer Revolution*.



or try...

GRAN TURISMO

★★★★★

TOCA 2

★★★★★

RAGE RACER

★★★★

line-up of cars with a distinct style of handling across the range, and the designs include sleek sporting models, high-performance supercars, specialist racers and even jet-powered vehicles – plus a few really strange ones that can be unlocked in special races.

each of the four car manufacturers and four different teams to join, resulting in a combination of over 320 different car variations! If this wasn't enough, you can personalise the paint scheme and decals of your cars in the garage section.

Mastering control over your bullet on wheels is a

**"Mastering control of your bullet on wheels is a most rewarding achievement, but it won't happen overnight..."**

Depending on how well you place at the finish line you will receive either a new model or an upgrade to your current car. This gives a real incentive to play the Grand Prix repeatedly in order to win all the different cars. There are 20 cars from

most rewarding achievement, but it won't happen overnight. If you've never played a *Ridge Racer* game before or haven't played your old copy for a while, you may be surprised by the way the cars handle. They're much stiffer than you're probably

used to, and this makes them very unforgiving if you drive off the racing line. It doesn't take long to acclimatise, however, and with perseverance over the frustrating first few laps, you'll soon learn to throw them around like a seasoned rally driver.

The Grand Prix is structured in a way that gives you a taste of all levels of competition. The first couple of races are on relatively short and easy racetracks, and you drive the base-model car from the chosen car-maker. This is where you learn how to drive smoothly, taking wide turns into the corners and lining up combination bends to take the shortest path. Finish well-placed in these races and you'll move up to the next set of harder tracks and be given a faster car to compete in – and so on, up to the final banked circuit in 200kph+ supercars. As

**WHAT'S IT LIKE AFTER AN**

HOUR 14

At first you'll need to spend some time coming to grips with the control method. The cars in R4 have a very stiff turning arc, making it important to turn in at just the right time or risk hitting the wall. The first few races may be slow and frustrating.

**WHAT'S IT LIKE AFTER A**

DAY

Having learnt the basics, you'll be keen to explore the game and win some new cars. Don't try to drive like Michael Schumacher; take it easy and start to commit track layout to memory. Keep practicing on the easy races until you can win them easily.

**WHAT'S IT LIKE AFTER A**

WEEK

You'll be filling your memory card garage up with exotic new cars as fast as you can win them, but there'll still be some races that you can't win. You must continue to practice, grasshopper. But by now you'll be in love with the game.

**WHAT'S IT LIKE AFTER A**

MONTH

Surely you'll have found a friend who also has this great game, and thus hours and hours of marvellous multiplayer action will ensue. Either that or you'll have won almost everything and called it quits – for the time being.

16



15



17



18



steering wheel



pocket station



no. of players



memory card



link cable



dual shock



multitap



neGcon



mouse



gun



you earn faster cars, you must also learn how to drive them at higher speeds. The secret here is not to lose speed going around the corners.

The trick is to power-slide around anything less than a gentle bend. As you hurtle down the straight towards the tight turn, take the outside line and grit your teeth. As you approach the entrance to the bend, release the accelerator with a dab of the brakes and turn into the corner as hard as you can. Once you start turning get back on the gas immediately and let the power of the screaming

engine slide you through. Try not to counter-steer the wheels too much or you will start to fishtail out of control. With a bit of practice in the slower cars you'll soon get the hang of it.

After winning a few championships you'll have started to amass a number of different cars in your garage. You'll also probably be starting to find the computer opposition a bit too easy to beat. This is where one of the game's finest features comes into play: the memory card Versus battle that lets you race your cars against a friend's. You select your

cars, the track and number of laps, and then it's down to business in one of the best two-player racing games to date. Better still, with two PlayStations joined via a link cable you can have a full screen for each in a two-player game, or up to four players on two separate TVs.

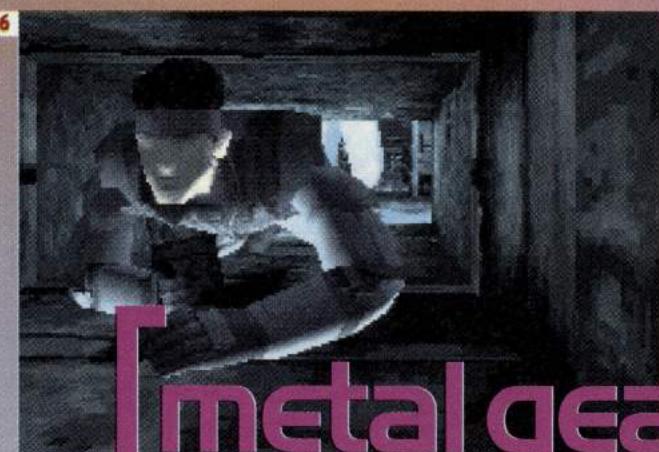
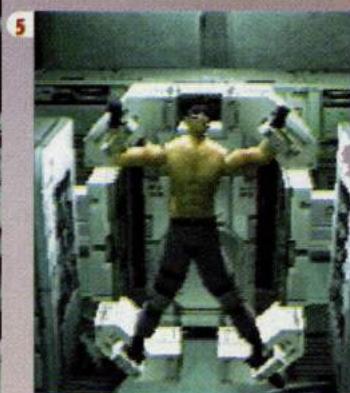
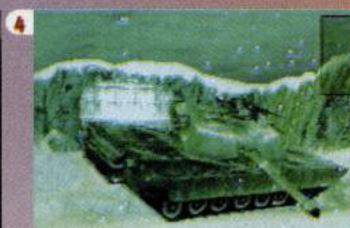
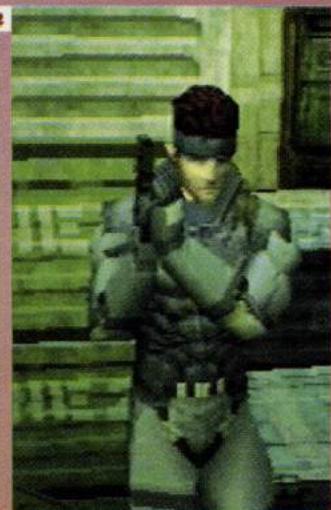
Whatever the combination, you are guaranteed fun at a fast pace. *Ridge Racer 4* is without a doubt a must for any racing fan's collection.

FOR TIPS ON THIS GAME PLEASE TURN TO PAGE 72 NOW

**Verdict**

<b>GRAPHICS</b>	★★★★★ So quick, so smooth – stunning!
<b>GAMEPLAY</b>	★★★★★ Fast and furious racing for one player or two
<b>LIFESPAN</b>	★★★★ Hours of challenge and hundreds of cars

The fastest, sleekest and most stylish racing game created is available for the PlayStation. Race out and get yourself a copy now! It's a must for any PlayStation collection.



- 1 THE ANIMATION IN THE GAME IS OUT OF THIS WORLD.
- 2 AND CERTAIN TINTS ADD A REAL ATMOSPHERE TO THE ACTION.
- 3 MGS IS A BLEND OF GAME AND MOVIE TO AN EXTENT NEVER ACHIEVED BEFORE.
- 4 THINGS START TO GET MORE FUN THE MORE WEAPONRY THAT APPEARS IN THE GAME.
- 5 GEMS OF THE FUTURE ARE NOT THAT PLEASANT.
- 6 THE REAL FUN TO BE HAD FROM METAL GEAR SOLID IS NOT FROM KILLING ANYBODY SO MUCH AS FROM SNEAKING AROUND THEM UNNOTICED. CRAWLING THROUGH TUNNELS IS ONE WAY.

Not the snappiest name in the world, but possibly the best game. *Metal Gear Solid* has given people belief that the world's first truly interactive movie is not that far away.

## metal gear solid

# metal gear solid

**F**or those that are coming in fresh, here's the deal. You play Solid Snake, a legendary ex-member of Special Forces Unit FoxHound, commandeered out of self-imposed retirement (i.e., forced) by a section of the US government. Your solo mission is to take on other members of FoxHound, including your rival Liquid Snake, who have turned mercenary and captured an experimental nuclear

weapon (Metal Gear). Of course, they're pointing it around and threatening people.

As this is a top-secret "black op", Snake arrives unarmed (by mini-submarine) at a nuclear weapons

You're not completely alone however, as you can often get some help by talking to various characters on the Codec (sort of like a CB radio chip implanted behind Snake's ear). A lot of the background story is

"The plot which involves governmental conspiracy ... has more twists and turns than an episode of *The X-Files*"

facility on an island off Alaska, protected only by an injection of anti-freezing peptides and nanomachines to monitor health and location. From then on it's up to your reflexes and resourcefulness to guide Snake through the massive complex, defeat all the soldiers and FoxHound members and ultimately save the world. All in a day's work...

communicated through these conversations, as well as through the brilliant animated sequences, which can pop up at any moment. As you'll discover some distance into the game, not everyone who talks to you on the Codec has your best interests at heart.

The plot, which involves governmental conspiracy as well as multiple love interests, has

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METAL GEAR SOLID IS ONE OF THE GREATEST VIDEO GAMES EVER MADE. IT'S AS SIMPLE AS THAT. THOSE WHO HAVE PLAYED IT WILL HAVE BEEN LEFT WITH INDELIBLE MEMORIES OF THE EXPERIENCE – WHETHER IT BE THE TENSE FIGHT WITH PSYCHO MANTIS, GETTING A WOLF TO PISS ON A CARDBOARD BOX YOU'RE HIDING IN, OR CATCHING A GLIMPSE OF AN UNDRESSED MERYL. THIS GAME REALLY HAS IT ALL.

THE MAN BEHIND METAL GEAR SOLID, HIDEO KOJIMA, ORIGINALLY WANTED TO BE A FILM DIRECTOR, BUT INSTEAD TOOK FOUR YEARS TO CREATE THIS SHEER MASTERPIECE OF INTERACTIVE ENTERTAINMENT, WHICH SUCCEEDS IN BLURRING THE LINE BETWEEN MOVIE AND GAME.

IF YOU'VE SOMEHOW AVOIDED METAL GEAR SOLID, THEN YOU REALLY HAVE NO IDEA WHAT YOU'RE MISSING, AS THERE IS HONESTLY NOTHING ELSE LIKE IT.

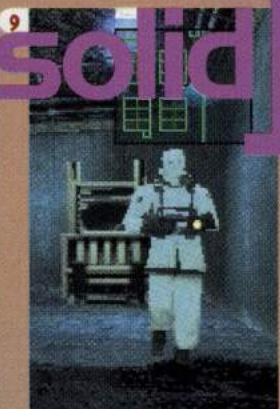
olid]

[metalgear solid]



on the demo

The playable demo lets you explore the dock, the compound, and even penetrate the base's defenses. Run around the tank hanger dodging the many guards. Enter the first floor basement. Avoid the Darpa chief in the cell block if you don't want the demo to end early. Although only a fraction of the real game, the demo will at least give you an idea of what to expect. Get used to the stealth element of the game, confront a few puzzles and see some action. Oh, and above all else, you be careful out there...



*Metal Gear* is likely to spawn a whole new generation of similar titles. There is no doubt that *Syphon Filter* bears more than a passing resemblance.



or try

7 VIEWS CAN BE CONFUSING IN SOME PARTS OF THE GAME BUT IT STILL PLAYS EXTREMELY WELL.

8 NOTHING LIKE A GOOD EXPLOSION TO GET THE BLOOD PUMPING AS YOU HIDE OUT SOMEWHERE.

9 THE COMPUTER CHARACTERS HAVE GREAT ARTIFICIAL INTELLIGENCE.

10 BUT LUCKILY IT'S NOT AS HIGH AS OUR HERO SOLID SNAKE.

11 SNEAK ALONG GANGWAYS TRYING TO REMAIN SILENT.

12 WATCH OUT FOR SNIPERS.

13 HE BLENDS IN WELL TO THE BACKGROUNDS.

14 WORDS OF WISDOM.

15 GET READY TO POUNCE ON THIS UNSUSPECTING SOLDIER.

16 A GUARD IS LEFT FOR DEAD.

17 MORE ACTION.

18 THINGS TAKE ON AN EERIE APPEARANCE THROUGH GOGGLES.

19 THE GAME'S COLOURS GIVE A FEELING OF ADVENTURE AND ADD WEIGHT TO THE ARGUMENT THAT THIS IS CLOSE TO CINEMATIC.

## TOMB RAIDER 3

★★★★★

## LEGACY OF KAIN: SOUL REAVER

★★★★★

## DOOM

★★★★★

more twists and turns than an episode of *The X-Files*. You'll meet some interesting and mysterious characters during the course of the action; some are helpful, others are not what they seem – you can never be entirely sure who is friend or foe. It

take a bit longer but your actions are varied and precisely implemented. Apart from slipping into first-person view (essential for areas without radar), Snake can duck and crawl, grab enemies (use them as shields or break their necks) and fight.

**"The real joy of *Metal Gear Solid* comes from having so much freedom in how you complete certain challenges"**

certainly keeps you on your toes.

Controlling Snake is a joy however, far easier than the characters in *Resident Evil* (where Up was Forward), as each direction on the D-Pad is the direction where Snake will head. Getting used to the buttons (all of which are used at various points) may

Fighting should always be a last resort (unless you're feeling cocky), as sneaking through a location unseen will result in far fewer gunshot wounds. But stealth is not always an option (and sometimes luck or your skills may fail you), so it's fortunate that apart from using hand-to-hand

combat, Snake can find and use an absolute arsenal of weapons. Everything from mines and sniper rifles to sub-machine guns and guided missiles. The joy of firing the Nikita or Stinger for the first time may well be one of the indelible memories you take from the game. But it will be one of many...

There's also a vast array of items to find that will help Snake's cause, including night-vision goggles, body armour and a mine detector. Snake's nicotine habit (he managed to smuggle a pack of ciggies on the mission) also plays a role, although anti-smoking activists will be pleased to know that there's a discussion on the health evils of having a puff. Exciting and health conscious, too.

The real joy of *Metal Gear Solid* comes from having so much freedom in how you complete

## WHAT'S IT LIKE AFTER AN



Your mind is probably still completely boggled after the cinematic intro blends seamlessly into the gameplay. The controls are starting to become intuitive and hopefully you would have made it to the top of the elevator by now...

## WHAT'S IT LIKE AFTER A



Now you know what's going on... Or do you? The intelligent and engrossing storyline keeps pushing the game in new directions all the time. The enjoyment of *MGS* grows but there may be frustrating sections. Even so, you keep trying.

## WHAT'S IT LIKE AFTER A



There's little doubt that you've hardly done anything else but play *Metal Gear Solid* all week. Some would be finished and doing it all again for fun. Others will be stuck on a particularly tough puzzle or fight. You dream about it as well.

## WHAT'S IT LIKE AFTER A



If you haven't finished it yet, there may be something wrong (take a look at a play guide). You're probably going through for the second or third (or fourth) time. *Metal Gear Solid* will undoubtedly be sitting proud in your collection.

16



HOUR

13 LIFE



DAY

WEEK

14



In war, a split second can mean the difference between victory and defeat. Don't ever hesitate.



19

MONTH

15



17



18



steering wheel



pocket station



no. of players



memory card



link cable



dual shock



multitap



neGcon



mouse



gun



certain challenges and obstacles (obviously in some places there is only one way through). Some players will opt for stealth, others for explosive confrontation, some for a mix of the two. There are only two possible endings – the 'best' result occurring if you manage to endure the torture sequence.

If you've got a PlayStation and you haven't experienced *Metal Gear Solid* then you're missing out big time. *Metal Gear Solid* is a ground-breaking game in many respects. The term "interactive movie"

has been thrown around for many years now, and many game developers have been on an unsuccessful quest to create one. *Metal Gear Solid* shows that it may just be possible after all, with the game and story (both equally involving), meshing effortlessly.

The plot is not only compellingly complicated but satisfyingly content-rich as well, touching on the futility of war and the seemingly irrepressible violence found in humankind (with a brief excursion into Japanese animation). The clear distinction

between this philosophising and the game's own extreme violence lends *Metal Gear Solid* an added dimension rarely seen in videogames – actually thinking about the violent acts you're committing. Plus you get to wonder which babe you finally end up with (although Meryl is always a good bet – if she survives).

There should be a place for this in your collection as it's a truly ground-breaking title.

FOR TIPS ON THIS GAME PLEASE TURN TO PAGE 75 NOW



## GRAPHICS

★★★★★ Great animation and the feeling of an interactive movie.

## GAMEPLAY

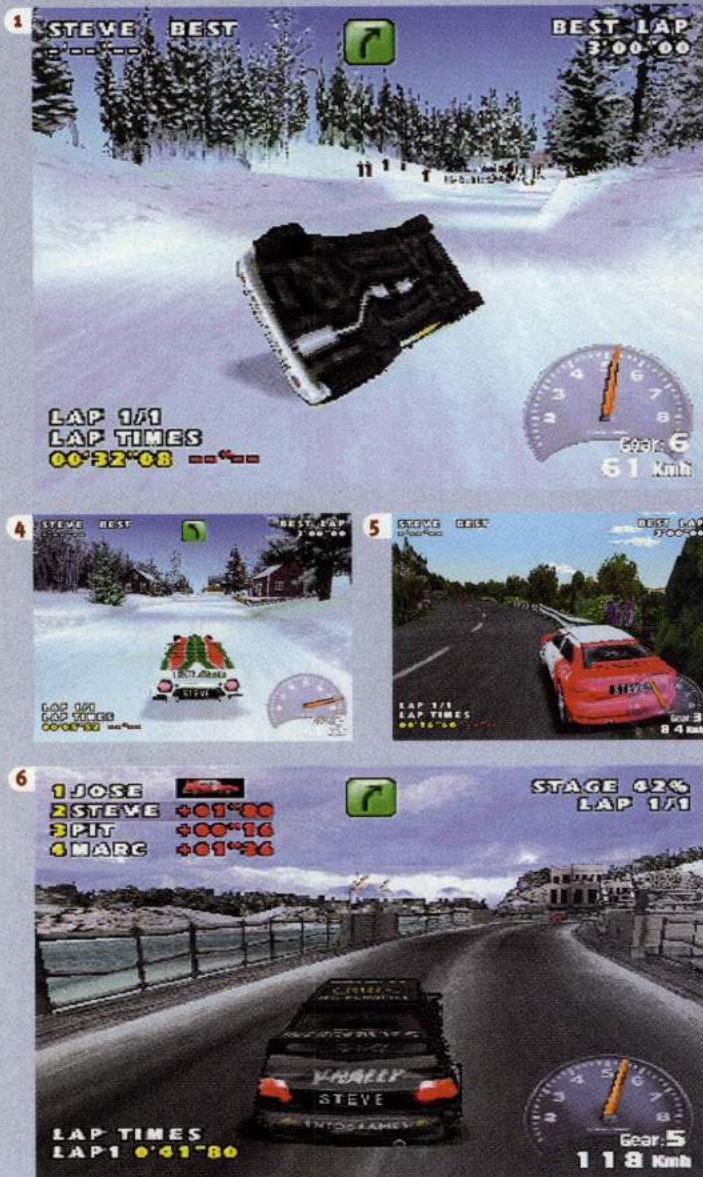
★★★★★ The combination of stealth and adventure is unique.

## LIFESPAN

★★★★ A long game, but not one you'll play over and over.

There has never been a game like *Metal Gear Solid* and it will doubtlessly influence other game makers for years to come. Now that's what we call special.

# PLAY TEST



- 1 LEARN THE SPLENDID ART OF RALLY CAR DRIVING, OR NOT.
- 2 BUMPER TO BUMPER ARCADE-STYLE ACTION.
- 3 TAKE A LEISURELY DRIVE THROUGH THE COUNTRY.
- 4 TRICKY SNOW SLIPPERINESS.
- 5 GET CLOSE TO THE FANS AROUND FAST BENDS.
- 6 IMPRESSIVE SCENERY AS FAR AS THE EYE CAN SEE.
- 7 FOURSOMES PROVIDE ENDLESS FUN AND PLEASURE.

## V-Rally 2

Move over Colin, the new rally game is speeding through on the inside spraying dirt in your general direction.



# V-rally 2

**M**usic apart (French thrash metal) *V-Rally 2* is virtually flawless. Breathtaking. Riveting. Unequalled. The best rally game on the PlayStation? What do you think? Let's take you for a drive.

Moving into first, let's address the look of the thing. It ain't techno futuristic metallica à la *Ridge*. And it ain't ultra-polished realism in the *Turismo* mould. If comparisons must be drawn, it's a *McRae/TOCA* hybrid

– mud-sprayed and bumper crunching, with some of the most beautiful scenery on any, yes, any PlayStation game. The spectacle of rich fauna is breathtaking, while the pop-up free track undulates as smoothly as

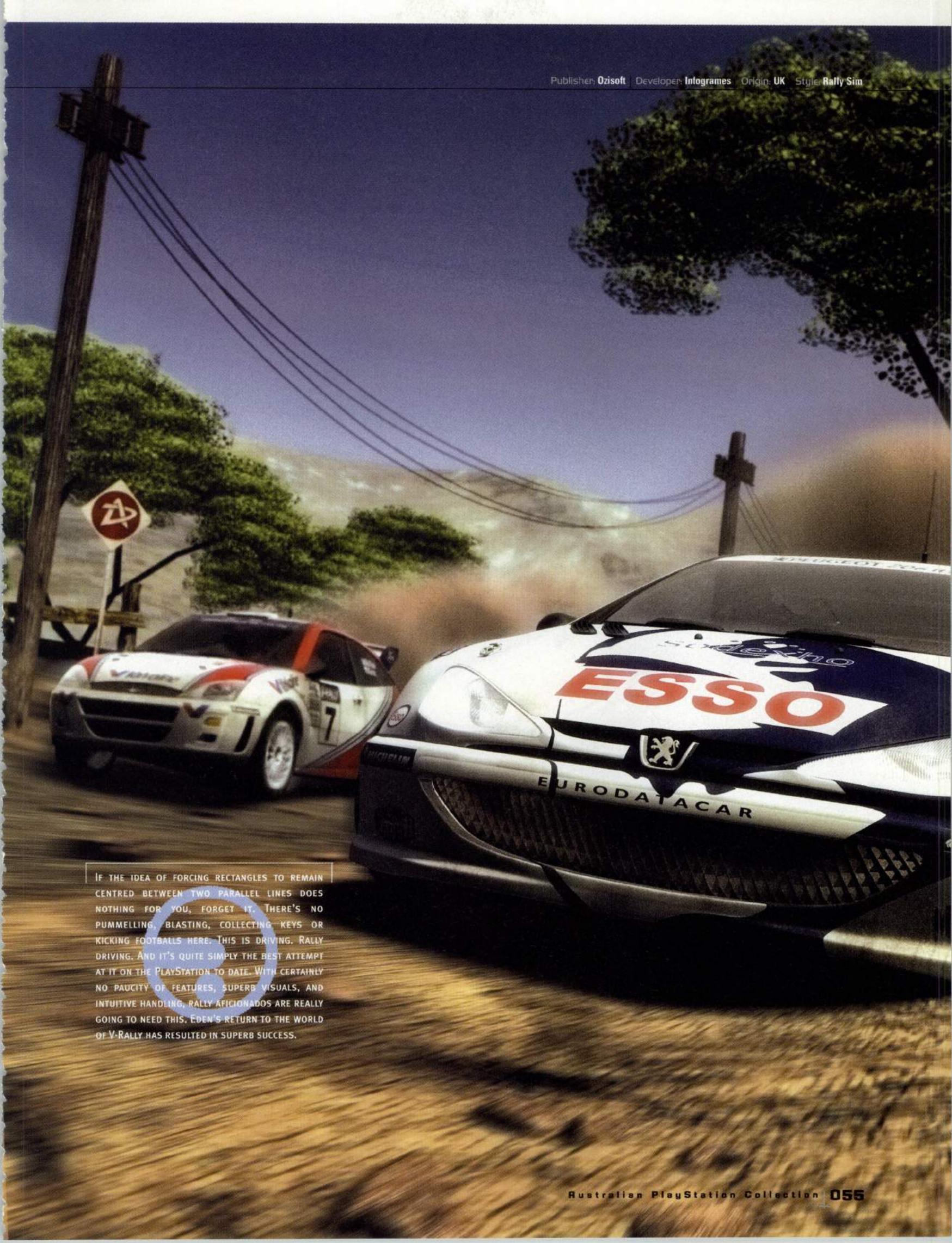
Sliding gently into second, let's analyse those stats. Sixty tracks are poised to enable sliding, skidding, speeding and inevitably, rolling. These freestyle freeways are splayed over 12 countries including

**"Breathtaking. Riveting. Unequalled. The best rally game on the PlayStation? What do you think?"**

devouring a Mars Bar after a hard day of work, rest or play. Cars in the single-player modes are assembled via 600 (gasp!) individual polygons and it shows, too. Metal has burnish. Windows have lustre. And check out the replay to catch a glimpse of yourself wrestling with the wheel while your co-driver bellows. Yep, that's in-car animations in the replay.

England, France, Germany, Finland and Sweden. As you might imagine, a result of this is that the terrain one encounters varies radically. Tarmac in Spain, spitting mud in New Zealand, snow in Monte Carlo, and sand here in Australia... You get the idea. And rest assured the driving surface variants are far from just cosmetic. The effect that they have on your progress is

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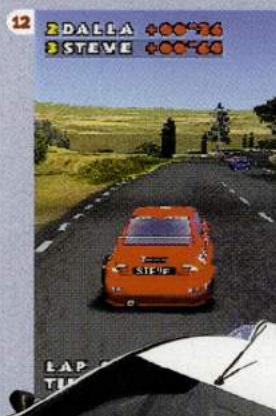


IF THE IDEA OF FORCING RECTANGLES TO REMAIN CENTRED BETWEEN TWO PARALLEL LINES DOES NOTHING FOR YOU, FORGET IT. THERE'S NO PUMMELLING, BLASTING, COLLECTING KEYS OR KICKING FOOTBALLS HERE. THIS IS DRIVING. RALLY DRIVING. AND IT'S QUITE SIMPLY THE BEST ATTEMPT AT IT ON THE PLAYSTATION TO DATE. WITH CERTAINLY NO PAUCITY OF FEATURES, SUPERB VISUALS, AND INTUITIVE HANDLING, RALLY AFICIONADOS ARE REALLY GOING TO NEED THIS. EDEN'S RETURN TO THE WORLD OF V-RALLY HAS RESULTED IN SUPERB SUCCESS.



on the demo

Sorry, there's no *V-Rally* demo on this month's disc, but fear not a demo is set to appear on the *Official Australian PlayStation Magazine* this coming issue. There have been delays in releasing the demo due to the complex nature of it, but at last Infogrames have got together with the *Official UK PlayStation Magazine* to create the mini masterpiece. And as you read this the presses are printing copies of the disc ready to appear on our sister magazine. It's going to be well worth the wait. You'd better believe it.

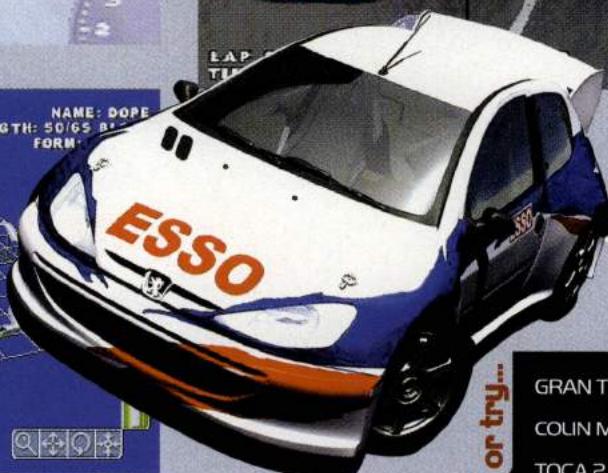


LAP TIME: 00:00:00

Gear: 5

119 Km/h

- 8 SNOW CHAINS ARE FOR WIMPS.
- 9 TAKE YOUR DREAM CAR FOR A SPIN...
- 10 TAKE OUT SOME INSURANCE, THE RIDE GETS PRETTY HAIRY.
- 11 THE AUSTRALIAN BUSH MAKES A BRILLIANT BACKDROP FOR RALLYING. NO KANGAROOS TO BE SEEN ANYWHERE, THOUGH...
- 12 HEAD-TO-HEAD COMPETITION HAS NEVER LOOKED SO GOOD.
- 13 THE BRILLIANT TRACK EDITOR WILL KEEP YOU BUSY TILL THE FAT LADY SINGS.
- 14 CLOCK UP HIGH SPEED AND SHOW YOUR DRIVING INSTRUCTOR A THING OR TWO.
- 15 PLENTY OF CARS TO CHOOSE FROM.
- 16 RALLYING IN ALL ITS GLORY.
- 17 NO HOLDS-BARRED ON ABSOLUTELY ALL TERRAIN.



or try...

GRAN TURISMO

★★★★★

COLIN MCRAE

★★★★★

TOCA 2

★★★★★

pronounced – a real affinity between track and car must be achieved for any kind of serious success. And what about those cars? Seventeen initial transports, all with their own handling minutiae, plus a further 10 unlockable ones (featuring several rally classics) means a gargantuan task awaits the racing pedant. The Toyota

Championship (both vast tournaments which pit you against three other motors), Time Trial (a ghost-car populated affair where the clock is your enemy) and the obligatory Arcade choice. A brutal induction into the *V-Rally 2* world and perhaps best for the novice.

Hoofing it into third, it's time to drop one of the

### "What starts off as a pristine vehicle will ... soon transform into a four-wheeled pigpen"

Corolla, the Peugeot 206, the Peugeot 306, the Subaru Impreza, Hyundai, Seat... All these and many more are crammed into *V-Rally 2*. Furthermore, each car's performance can be tweaked, enabling the exploitation of personal preferences in the cruise to victory.

The four options are *V-Rally Trophy*, *Rally*

game's big pluses. Somehow, developer Eden has squeezed a superb multiplayer mode into the PlayStation's guts. Two-player (horizontal or vertical split-screen) and, wait for it, four-player split-screen as well. Now, obviously, to coax this into action, certain compromises need to be made. Car make-up goes down

to 120 polygons and speed may occasionally lapse a little, but what more do you want? You can compete in the tournaments, embark on a flat-out time trial or just get down and dirty in an arcade thrash-about.

This inclusion shouldn't be underestimated. Few games attempt it, let alone pull it off. In multiplayer mode *V-Rally 2* serves the solo racer superbly.

Right, so what else has the behemoth got to offer? How about some details – and plenty of them. What starts off as a pristine vehicle will, with the aid of mud and other in-game dirts, soon transform into a four-wheeled pigpen. Equally aggrieved, the in-game application of rocks, trees and your fellow opponents will visibly leave your bodywork in tatters.

Want more? There are five default racing views to choose from, as well as a view-customising mode which

**WHAT'S IT LIKE AFTER AN**

Easy enough to get to grips with but with enough challenge to start testing you early on. Looks great and has plenty of options, this is a game that gives you instant pleasure and will keep you occupied for a long time. Won't it?

**WHAT'S IT LIKE AFTER A**

After a whole day of playing you're starting to improve and get a buzz out of throwing cars round corners. The computer is hard to beat but should you tire of trying then mates can come into the equation.

**WHAT'S IT LIKE AFTER A**

You've fiddled with tracks and spent some time creating a few of your own. You've then proceeded to beat all of your mates at the tracks you've created. It's fun. But surely the fun won't last, you must get bored soon.

**WHAT'S IT LIKE AFTER A**

Nope, a month on and this is still a winner. So many competitions, so many options, you can play with your mates or just as happily on your own. And because you can create your own tracks there seems an endless appeal. How about a year...

HOUR 14



**Should you get bored of the 60-odd tracks in the main game, then simply make your own. Generate one quickly or build it with loving care. The choice is yours.**

15



steering wheel



pocket station



no. of players



memory card



link cable



dual shock



multitap



neGCon



mouse



gun



17



enables you to set your own racing perspective. Impressed? How about this: type your name in at the start of the game and it will appear on your rear numberplate. Or perhaps this. You have a choice between a male or female copilot – which equates to the spoken driving advice you hear during the race. You can also test your chosen ride before embarking on any of the game's trials. Do this and listen to it grate your TV speaker's lungs out, because *V-Rally 2* features real sampled car auras and deeply effective crashing sonics.

Flicking up into fourth, *V-Rally 2*'s other big gun

comes into play – namely, the finest track editor yet seen. Tired of the game's 60 tracks? Then whip your own together in minutes. Up to 50 seconds can be incorporated per creation and it works a great deal like computerised Scalextric. Corners, straights, bumps, hills... It really is up to you. Set your track – circuit or straight – in any of the countries, alter the foliage, the weather, time of day, then give it a go. Disappointed in one of your selections? Just jump back to the edit menu and change any of the features. When your tour of dubiousness is complete, save it out to your memory

card. Job done. An astonishing 50 will fit on each memory card and these tracks can be used for single player romps or a four-player frenzy. Feeling lazy? Then simply use the in-built track generator to create a brand new track for you. Other games have previously attempted such fancy (*Tommi Makinen Rally – PSM 13, 8/10*) but never before has it been pulled off so effectively, so professionally. One gets the feeling that with this feature (offering infinitesimal variants on the theme) one could happily play this until 2012. At least...

FOR TIPS ON THIS GAME SEE NEXT ISSUE OF COLLECTION.



A definite five-star purchase. If you own a PlayStation then buy this. If you love rally cars, buy this. If you have an ounce of intelligence in your body you WILL buy this.

**Verdict****GRAPHICS**

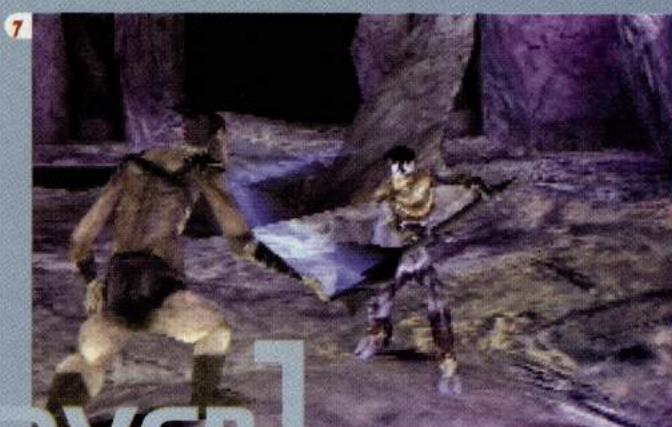
★★★★★ Lush landscapes, smooth tracks. Inspired.

**GAMEPLAY**

★★★★★ As testing and gripping as you desire.

**LIFESPAN**

★★★★★ You can make your own tracks for God's sake.



- 1 ONE OF SOUL REAVER'S HUGE BOSS CREATURES.
- 2 RALZIEL ON THE RUN.
- 3 FIGHTING WITH THE ENEMY IS A FREQUENT OCCURRENCE.
- 4 ANOTHER DAY ANOTHER ZOMBIE. NO REST FOR THE WICKED. THE DEVIL MAKES WORK FOR IDLE HANDS ETC, ETC.
- 5 THERE IS A VAST ARRAY OF TUNNELS.
- 6 THE CAMERA PANS ROUND TO AFFORD MANY VARIED VIEWS.
- 7 COME ON THEN SUNSHINE, LET'S SEE YOU KILL THE UNDEAD.

**soul reaver**

While the original *Legacy of Kain* was nothing to write home about, the sequel, *Soul Reaver*, is a genuine work of originality. It's a breath of fresh air for evil adventures...

# SOUL REAVER legacy of kain 2

**C**rystal Dynamics' *Soul Reaver*, the sequel to *Legacy of Kain: Blood Omen*, combines Gothic horror and *Tomb Raider*-style gameplay in a potent mix that is sure to impress fans of both. It is one of the most accomplished releases for the PlayStation this year due to its technical innovation and wealth of good gameplay ideas, and it should be a part of

every serious PlayStation gamer's collection.

The game boasts high-res (512 x 240) graphics, single skin texture technology, three kinds of dynamic real-time lighting and a main

Reaver is that you can't die. The entire gameworld exists on two spiritual planes. The Material plane is the real world while the Spectral Plane resembles the Material plane but

**"It is one of the most accomplished releases for the PlayStation this year"**

character made with over 500 polygons. That, combined with great gameplay ideas such as an immortal hero (Ralziel), dual gameworld and some of the most complex enemy AI routines ever developed for the PlayStation make it an instant classic.

One of the best gameplay ideas in *Soul*

in a twisted, corrupted form. Ralziel is dead so he exists in the Spectral plane, while in the Material plane he slowly loses his energy, and in order to remain there he must kill the evil creatures that he meets and consume their souls.

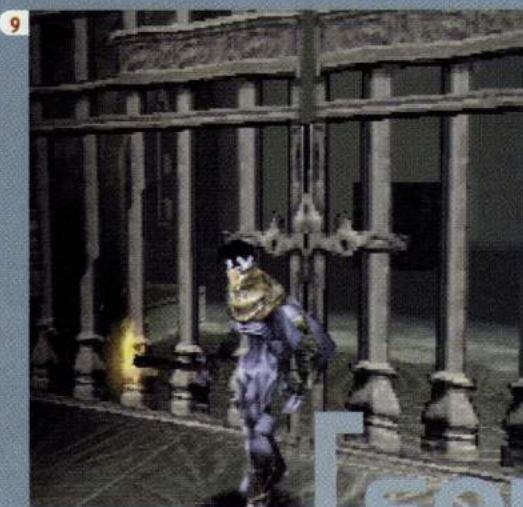
Changing planes is achieved by using special

BIG W	\$84.88
GRACE BROS	\$89.95
HARVEY NORMAN	\$79.95
K-MART	\$88.95
TOYS 'R' US	\$88.99

IMAGINE IF LARA HAD NEVER SUCCUMBED TO THE LURE OF THE LEOTARD AND HAD OPTED FOR TEENAGE DEATH-METAL ANGST INSTEAD. AND IMAGINE SHE WAS ALSO A VAMPIRE. WELCOME THEN TO *GOTH RAIDER*...

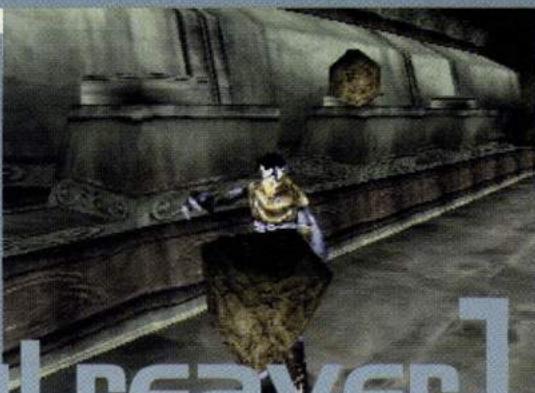
*Soul Reaver* is a fantastic action adventure with many comparisons to the *Tomb Raider* series – most of them favourable. It is a truly original concept, however, and in its execution is full of touches never seen in videogames before. Engrossing and at times simply gross it can divide critics. Stick with it though, it's a fantastic videogames achievement.





on the demo

Don a crucifix, eat a couple of cloves of garlic, surround yourself with mirrors in a sunlit room and get ready for some vampire antics. In our demo you can explore early scenery and meet a few baddies. It's an ideal demo for getting to grips with the plane-swapping 3D nature of the game and understand the concepts of how it all works. To get out of the lake by the way, just swim to the surface, paddle over to the small platform, climb out and then leap on the ledge above. Who says we never do anything for you, eh?



*Soul Reaver* is like an enormous playground from the nether world packed with spooky beasts and unreal objects. It's a huge vampire's toy cupboard.



on the demo

**TOMB RAIDER III**

★★★★★

**TOMB RAIDER II**

★★★★★

**TOMB RAIDER I**

★★★★★

portals or when Ralziel runs out of energy on the Material plane. While you are jumping from one plane to the other the game screen morphs as buildings bend, rocky ledges lean towards each other and the water of the Material world turns

pushing a block over a cliff in the Material world will leave it suspended in mid air in the Spectral world. This block might then act as a stepping stone to a secret area.

Like *Resident Evil* or *Metal Gear Solid*, *Soul*

**"Like Resident Evil or Metal Gear Solid, Soul Reaver is not split up into levels"**

into a mysterious green gas. This effect is reminiscent of old sci-fi TV shows, and whenever you see it you'll half expect Dr Who to pop out from behind a rock somewhere.

Another interesting concept is that time stands still in the Spectral plane, therefore

*Reaver* is not split up into levels. You can save wherever you like, whenever you like and as many times as you like. The only interruptions during gameplay are the FMV's which are used to develop the game's storyline. The game is split up into sections but there is no time wasted

waiting, as the game cleverly loads the next section while you are playing the current section.

In terms of its puzzles, *Soul Reaver* is not as difficult as *Tomb Raider 3*. While you probably spent ages wondering where to go next in *TR3*, most of *Soul Reaver*'s puzzles can be solved in a relatively quick manner. *Soul Reaver* is also simpler than *Tomb Raider* in that the pathways are set and your progression is streamlined in some places. The trickiest part of *Soul Reaver* is actually learning how to use the various spells. The spells are called Glyphs and there are seven of them. Each is given to you at different Glyph altars, which are placed randomly about the gameworld.

## WHAT'S IT LIKE AFTER AN



After an hour you should start getting the hang of it, so to speak, and your curiosity will be being excessively stimulated to see what more the game has to offer. In other words, just the sort of reaction the developers would have hoped for.

HOUR 17

## WHAT'S IT LIKE AFTER A



A full day's play will help you get more addicted as you increase the number of spells at your disposal and explore a good chunk of the game. So far, so great!

DAY

## WHAT'S IT LIKE AFTER A

WEEK



Within one week you may have finished *Soul Reaver* (admittedly having resorted to a few occasional cheats) and felt quite satisfied with the game and the amount of fun you had with it. You may have already lent it out to eager hangers on.

## WHAT'S IT LIKE AFTER A

MONTH



After a long period of reflection, gnenflection and recollection you have to honestly say that you have not been inspired to play the game for a second time round. We're pretty sure you will, though.



- steering wheel
- pocket station
- no. of players
- memory card
- link cable
- dual shock
- multitap
- ne6con
- mouse
- gun

The mighty *Soul Reaver* sword, which also appeared in the original *Blood Omen*, provides your only weapon in the game. It can be powered up with different abilities such as water, fire, spirit, stone, sunlight and sound. The sword is devastating when it is powered up to a high level. Some enemies can also be killed by forcing them into water or sunlight. They are vampires after all...

Instead of an inventory full of guns to help Ralzeil fight off foes, there are spears and torches to be found about the gameworld.

Spears can be hurled at the bad guys and then retrieved later for a second round.

The only feature of the game that might cause some grief is the camera; it doesn't move about automatically and must be manually adjusted every time you change direction. So the job of controlling the camera with the shoulder buttons becomes as much a part of the game as moving Ralzeil about the worlds.

Enemies beckon in groups of two, occasionally threes – none of the *Tomb Raider*-style packs of

wolves or teams of guards will be found here. So fights are never frantic but always fun.

*Soul Reaver* is amazingly nicer to look at than *Tomb Raider*, as well as being just as playable. It may not have knocked *Tomb Raider* off the number one spot to gain the 3D adventure crown, but with its special effects and huge but very manageable gameworld, it's very much a "must buy" title.

FOR TIPS ON THIS GAME SEE THE NEXT COLLECTION.

Verdict



## GRAPHICS

★★★★★ I honestly can't see the little PSX doing much more

## GAMEPLAY

★★★★★ Variation makes it interesting

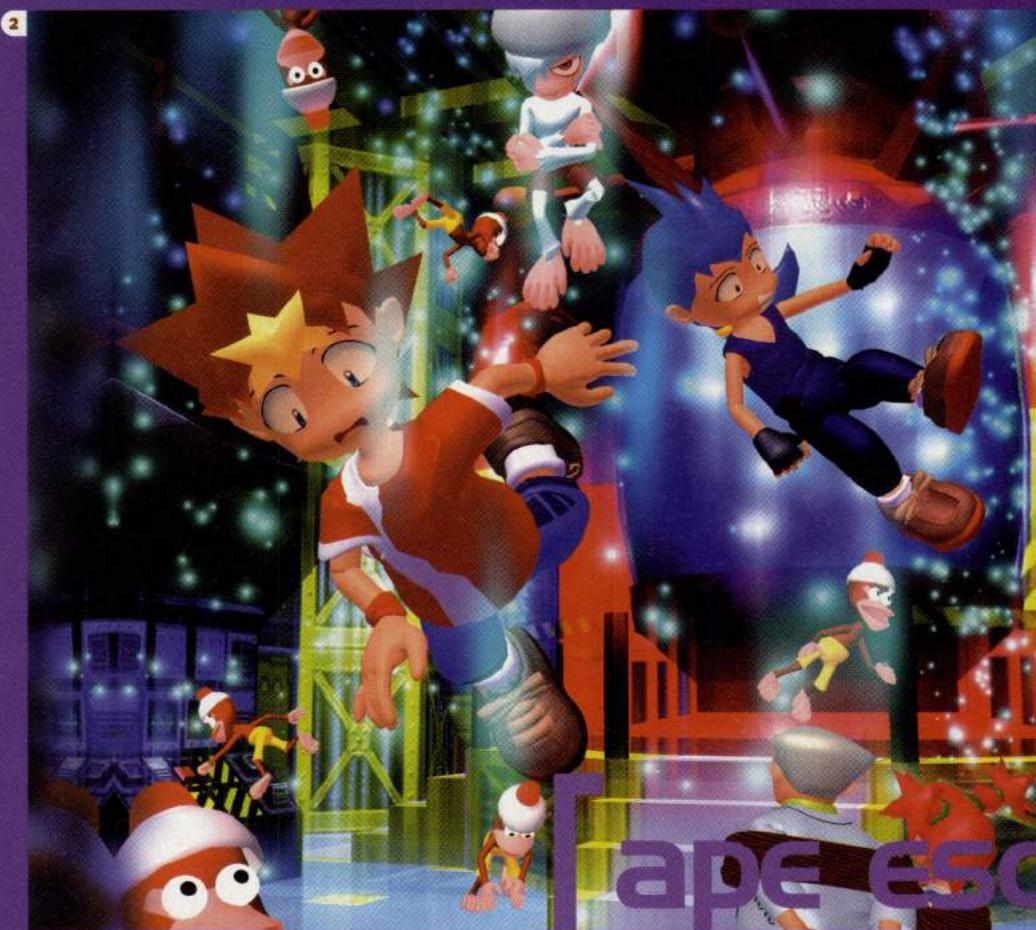
## LIFESPAN

★★★★ You'll go back another time at least

While Lara remains the queen of the 3D explorers, the gorgeous graphics and new gameplay tricks of *Soul Reaver*, together with its complex structure, make it a close second.



What is it with platform games and monkeys? *Donkey Kong* was the game that started an avalanche (quite literally) and now *Ape Escape* has moved the genre into a new generation. Time to make chimps of ourselves...



- 1 HUGE WORLDS MAKE *APE ESCAPE* A BEAUTIFUL AND INTELLIGENT CHALLENGE.
- 2 *APE ESCAPE* CAN BE QUITE A TRIP. BE PREPARED TO TAKE A RIDE ON THE WILD SIDE.
- 3 SPIKE IS ARMED WITH PLENTY OF APE-CATCHING GADGETRY.
- 4 YOU'LL WANT TO TAKE A PICNIC AND RUN AROUND CATCHING BUTTERFLIES.
- 5 FANTASTIC COLOURS AND EFFECTS.
- 6 LATERAL THINKING WILL GET YOU A LOT OF PLACES.
- 7 SOMETIMES YOU'LL THINK THAT YOU'VE STUMBLED ACROSS WONDERLAND.
- 8 COOL LIGHTING WILL REALLY HAVE YOU BUZZING.
- 9 FIND THOSE LITTLE APES IN THE DARK.
- 10 TAKE A SWIM, MONKEYS ARE ADVENTUROUS LITTLE FELLOWS.



## ape escape

**H**aven't got a Dual Shock controller? Go and buy one – just to play *Ape Escape*. The two Analog sticks are brilliantly utilised. While you're using the left stick to control the main character, Spike, you can also wiggle the left stick to control the gadgets – like the net which you must use to bag the apes. You can run in one direction and swipe your net in another. You can also press down

to make the kid crawl, useful for sneaking up behind monkeys (they have a blue light on their head instead of red if they're unaware of your presence). After the initial shock of having to

bananas and are out to rewrite history – or at least bring mankind down a few steps on the food chain.

Spectre, a tough little monkey and zoo escapee, has invaded the Professor's laboratory. He's stolen

**"A bunch of apes and a kid with a butterfly net have revolutionised the platform genre on PlayStation"**

juggle two controllers, the system is actually highly intuitive, and suitable for beginners, kids and advanced gamers.

The monkeys you need to catch in *Ape Escape* are not your usual fairground attractions. They're mean, they're nasty, and some even wield guns. They're sick little monkeys who have possibly lost their

an intelligence-enhancing helmet and activated the time machine to transport himself and a band of apes back in time and make monkeys of the new rulers of the world. Spike, a fearless young lad, arrived at the scene just as the time machine got activated and was sucked into the vortex. Now Spike aims to capture all the monkeys and save mankind.

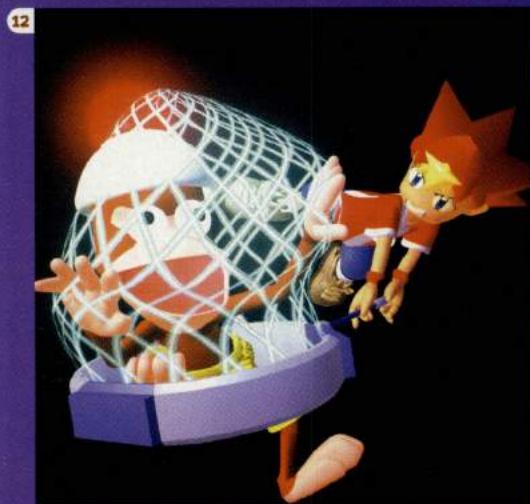
BIG W	\$68.83
GRACE BROS	\$69.95
HARVEY NORMAN	\$69.95
K-MART	\$68.95
TOYS 'R' US	\$68.99



*Ape Escape* is the new King Kong of platformers on PlayStation. The *Crash Bandicoot* games have rightfully sold by the bucketload, but *Ape Escape* is even better, combining innovation, great fun and superb attention to detail. Platform games have a long history, with arguably the first being *Donkey Kong*, starring a spritely Mario jumping over barrels to save the girl from the clutches of videogaming's first mad monkey.

Since then we've evolved from two-dimensional games, which usually involved characters leaping from platform to platform and jumping on baddies' heads, to magnificent three-dimensional worlds. With the change to 3D, the focus in platform games is now more on exploring these huge worlds rather than simply getting from the start of the level to the end.

But *Ape Escape* is another leap ahead from games like *Crash Bandicoot*, *Gex* and *Spyro* because of its wonderful gadgets. *Ape Escape* is the first 3D platformer designed exclusively for use with the Dual Shock controller. You control the character's movement with the left stick and whatever gadget you're holding with the right. It's ground-breaking, and the game is brilliant fun.



on the demo

Sorry, but this one doesn't appear on the demo of this magazine. However there are two ways in which you can try out the game for yourself before purchase. First option is to get a back issue of *Official PlayStation Magazine* – issue 24 to be exact. Details of how to go about this are on page 34. The alternative is to wait for the next issue of *Official Australian PlayStation Collection* when we'll include the demo as one of our games of 1999. It's possibly the finest platform game ever made and well worth the wait.



- 13 THE DEEP BLUE...
- 14 GOTCHA! HARD WORK BRINGS SATISFACTION!
- 15 ALWAYS IN PURSUIT, SPIKE WILL GET HIS MAN, ERR... MONKEY...
- 16 MORE MONKEYING AROUND.
- 17 VARIOUS CAMERA ANGLES KEEPS EVERYTHING INTERESTING.
- 18 EVEN THE UNDERWORLD ENVIRONMENTS ARE BRILLIANTLY DESIGNED.
- 19 GET SOME 'AIR-TIME'. SPIKE SHOULD JOIN THE NBL!
- 20 DON'T LET THOSE APES GIVE YOU THE 'BUM-STEER'!
- 21 SPIKE GETS HIMSELF INTO MANY STICKY SITUATIONS.
- 22 GET YOUR WINTER WOOLIES OUT, YOU'LL BE NEEDING THEM.
- 23 RADARS HELP YOU FIND THOSE PESKY SIMIANS.
- 24 SNOWFLAKES ARE YOUR ONLY FRIENDS.

on the demo



A word of warning: You must have the Dual Shock pad to play *Ape Escape*. Old pads need not apply as the game simply won't work with them.



CRASH BANDICOOT: WARPED

★★★★★

SPYRO THE DRAGON

★★★★★

GEX: DEEP COVER GECKO

★★★

It's a tough job, so he'll need the help of the Prof's toys – and his spunky granddaughter.

Much of *Ape Escape*'s enjoyment comes from finding the right gadget to use in each situation. The standards are the club for whacking enemies, the

attacking and reaching tough objects, and the propeller for flying. But everyone's favourite gadget will be the radio-controlled car, which can be used to pick up items and hit switches. There's also a tank, steered using both Analog controllers, and rowing

**"Much of *Ape Escape*'s enjoyment comes from finding the right gadget to use in each situation"**

net for catching monkeys and the net shooter (which doubles as an underwater propulsion unit).

More advanced gadgets include the monkey radar for locating apes, the slingshot which can shoot three types of bullets, the hula hoop for protection and running faster, the magic punch for

boat, which is very tricky to manoeuvre: one controller stick operates each oar.

The artificial intelligence of the monkeys is impressive. Monkeys will hide and run away when aware of your presence, or shoot you from a distance. Sometimes you'll have to wait to get a

new gadget and return later to find all the monkeys.

It's obvious the designers have worked hard on giving *Ape Escape* maximum replay value. You can progress to the next level with a set number of monkeys found, but there's always more to find on a later visit, along with plenty of pick-ups. And even when you've found everything on a level, you can replay them in a special 'time attack' mode which records how quickly you catch the monkeys and awards gold, silver and bronze medals. As you progress through the levels, picked-up coins allow access to the brilliant sub-games, which are all able to be played with two players and are more entertaining than some full-priced games that find their way to PSM Towers. There's an hilarious monkey boxing game, a fun skiing game, and a challenging retro shoot 'em up.

**WHAT'S IT LIKE AFTER AN**

Handling two Analog sticks at once seems far too difficult, and capturing the little monkeys seems a chore, but you soon get the hang of it. The training levels before you are given every new gadget really help guide the new player.

HOUR 18

**WHAT'S IT LIKE AFTER A**

You should be totally hooked now and have a reasonable selection of gadgets to play with, along with having unlocked the first bonus game, an hilarious ski race featuring all the game's characters and monkeys. The row-boat is still taxing, though...

DAY 19

**WHAT'S IT LIKE AFTER A**

You've beaten Spectre and finished the game. But you've only actually completed about 70 per cent of the game. You're still addicted, and desperate to get 100 per cent, so now it's time to go back through every level capturing every monkey.

WEEK

**WHAT'S IT LIKE AFTER A**

It's the best platformer on PlayStation. You're still yet to get 100 per cent, and getting gold medals in some of the levels in the time attack mode is very challenging. You'll keep occasionally coming back for a quick go and have loved the ride.

MONTH

22



21

**escape**

steering wheel



pocket station



no. of players



memory card



link cable



dual shock



multitap



neGcon



mouse



gun



The levels like the prehistoric jungles, snowy pistes, fairgrounds, tropical beaches and caves are beautifully created, and exploring every last centimetre is a delight rather than a chore. You'll keep coming back for more.

Many platformers lack depth or overall size. Not *Ape Escape*. It's a massive challenge. With 25 levels spread across eight worlds, fantastic gadgets to play with and simple yet effective puzzles, it's never shallow, predictable or anything less than a gripping and lengthy challenge.

Attention to detail is brilliant. Monkey outfits change according to the level, and using the radar to spy on unaware apes is hilarious. Monkeys can be seen dancing, operating machinery, doing tai chi at the Great Wall of China, working out or building sandcastles at the beach. Each monkey has its own name, personality and skill levels, and there are plenty of joke names. Some monkeys are quick to run away or shoot you, others are fairly stupid. Radar information shows monkey attributes like name, speed and power. It's a good idea to use this

information, as knowing a monkey is powerful and alert will make you more cautious on approach. Every monkey you capture is recorded in your monkey book, which can be viewed for a giggle. It's this kind of incidental detail that boosts the fun.

*Ape Escape* is the best platformer on PlayStation. Yes, that's right: even better than *Crash: Warped*. Get your paws on a copy and go bananas!

FOR TIPS ON THIS GAME SEE THE NEXT COLLECTION.

**GRAPHICS**

★★★ Bright, brilliant and well animated

**GAMEPLAY**

★★★★★ Variety, originality and loads of fun

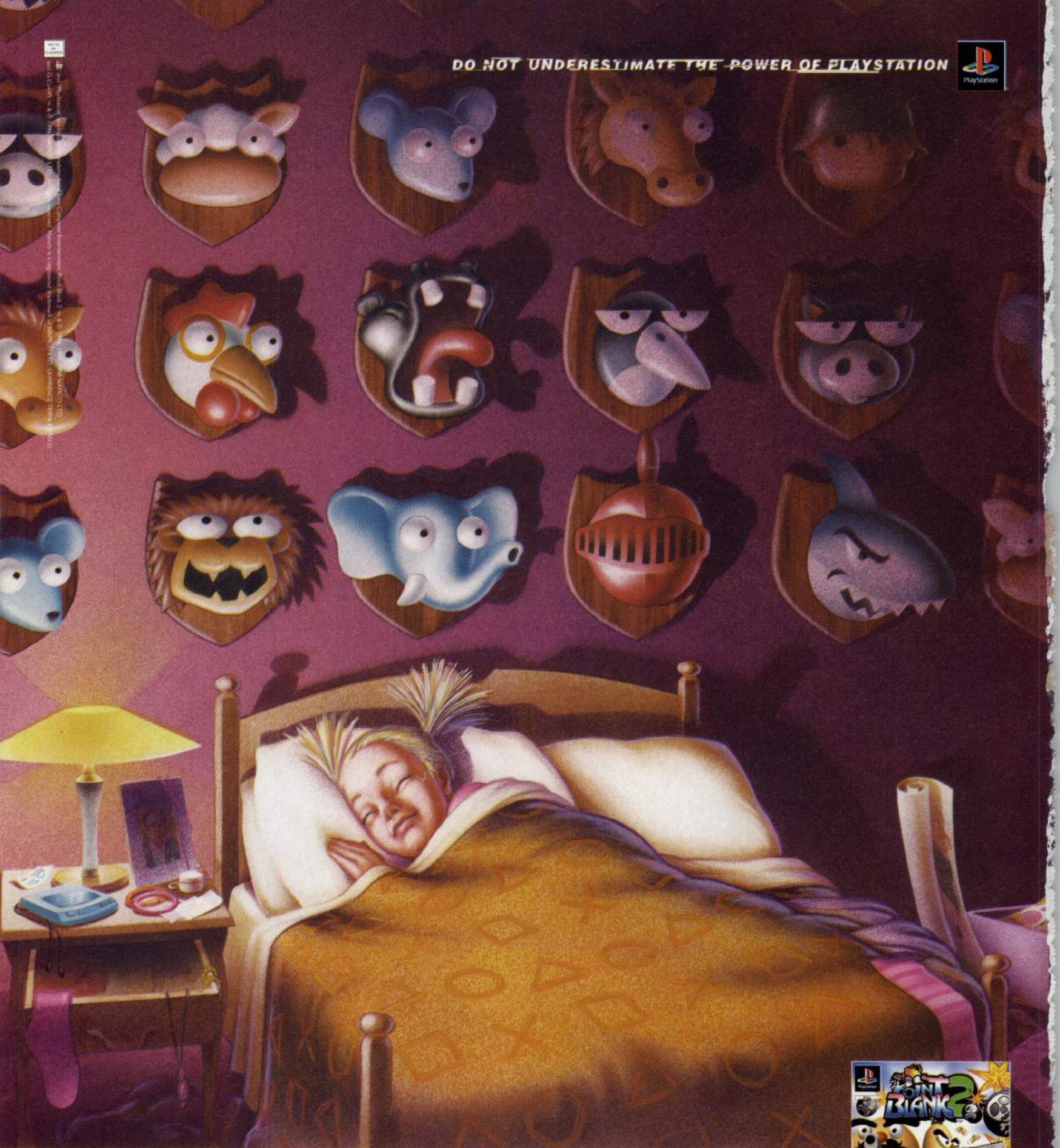
**LIFESPAN**

★★★★ Easy at first, gradually toughens up

The best platformer on PlayStation. Instantly amusing and enjoyable, and the fresh ideas keep coming. Buy a Dual Shock just to play it. This is a must for anybody who loves fun!

**verdict**

DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION



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SIXTEEN-PAGE TIPS SUPPLEMENT

# The MIGHTY BRAIN

Up-to-date tips service brought to you by *PlayStation Collection*

A woman with blonde hair is shown from the chest up, smiling. A dashed blue line is drawn over her head, forming the outline of a human brain. Inside this brain-shaped outline, various game genres are listed:

- BEAT 'EM UPS
- SHOOT 'EM UPS
- SPORTS SIMS
- RPG'S
- FLIGHT SIMS
- PUZZLERS
- RACING GAMES
- ADVENTURES

### shane warne cricket '99

Blag your way in with these codes:

To access Match 2, ZIMBABWE Vs ENGLAND 1996, enter:  
OVERTIME.

To play Match 3, WEST INDIES Vs INDIA 1983, enter:  
SAUSAGES.

To have a go at Match 4, AUSTRALIA Vs WEST INDIES 1960, enter:  
DILLBERT.

To get into Match 5, AUSTRALIA Vs

ENGLAND 1987, enter:  
BATKINGS.

To strike out at Match 6, ENGLAND Vs AUSTRALIA 1997, enter:  
PANCAKES.

To battle Match 7, ENGLAND Vs AUSTRALIA 1948, enter:  
FRIEDEGG.

To bowl into Match 8, WEST INDIES Vs PAKISTAN, enter:  
PLACEBO 1.

To get stumped on Match 9,  
ENGLAND Vs AUSTRALIA 1981,



enter:  
CLUELESS.

To field a team in Match 10,  
PAKISTAN Vs SRI LANKA 1996,  
enter:  
NOWAYEAS.

Enter the following codes to get the following effects:  
**BIGBALLS:** Big cricket balls.  
**CHRISREA:** Helmet cam.  
**DROPBALL:** Butterfingered players.  
**PENSIONS:** Best XI.  
**SOLIDOAK:** Unstumpable stumps.  
**SUNSHINE:** Beach cricket.  
**SUPERMAN:** Super hits.

EDITED BY

NINO K.



ONE OF THE MOST KNOWLEDGEABLE PEOPLE IN THE VIDEOGAMES INDUSTRY, NINO WORKS FOR SONY ON A NUMBER OF MAJOR PROJECTS. HE WAS THE PERFECT PERSON TO GIVE US THE INSIDE TRACK ON THE MOST IMPORTANT CHEATS FOR PLAYSTATION OWNERS.

### hugo

**Access to all levels:** On the map screen, hold down L1 and R2 for at least ten seconds. This cycles forward through the different areas of the map. To cycle backwards through the areas of the map, hold down L2 and R1 for at least ten seconds.

**Play bonus game, Magic Hands:** Complete the game in arcade mode, collecting all bonus items from every level. Then complete the rope end scene by shooting Scylla, the evil witch, out of the window.



### trap runner

#### Change the music

Alternative background music while fighting by keying in **•, R2, R1, ▲, ✖, ■, →, ←, ↑, ↓, ↗, ↘** on the push-start screen. You'll hear a whooshing sound if it has worked and new tunes on the stereo when you resume the game.

#### Extra characters

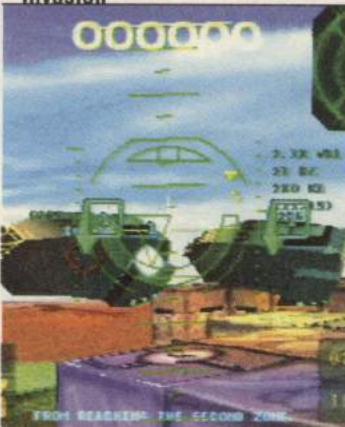
Access the three bonus characters, Elg, Dyn, and Rem, on the push-start screen by hitting the following combination: **L2, L1, ↑, ←, ↓, →, ■, ✖, •, ▲, R1, R2**. If it works you'll hear the sound of an explosion. Select the bonus characters by pushing either **←** from the character Van Raily, or **→** from the character Tenrou Ugetsu. Bear in mind though, this cheat's only available in the Vs Computer Mode of the game.

#### Alternative clothing

Change the characters' clothing by hitting **R2, R1, ▲, •, ✖, ■, →, ←, ↑, ↓, L1, L2** at the start screen. Electronic bleepage is heard if you've done it properly. To make it work press **Select** before pressing the **✖** button to select your character. The character's name will change from blue to a red colour. Again, this is only available in the Vs Computer Mode of the game.



### invasion



The following cheat codes are entered on the password screen. Once accepted, the game will automatically load the level.

**For Battle 2, COMMUNICATION**  
Enter 328 134.

**For Battle 3, SECRET BASE**  
Enter 387 568.

**For Battle 4, COMMANDO**  
Enter 424 539.

**For Battle 5, LABORATORY**  
Enter 576 708.

**For Battle 6, RESOURCES**  
Enter 702 505.

**For Battle 7, JUNGLE**  
Enter 924 508.

**For Battle 8, BLIZZARD OF FIRE**  
Enter 846 819.

**For Battle 9, THE FIRST VICTORY**  
Enter 580 334.

**For Battle 10, BLOCKADE**  
Enter 602 154.

**For Battle 11, NEAR MYGRA**  
Enter 795 568.

**For Battle 12, GUARDIAN**  
Enter 525 080.

### colony wars: vengeance

Type in the following codes on the password screen:

**Blizzard:** All cheats on.

**Stormlord:** All cheats off.

**Tornado:** All weapons.

**Thunderchild:** All fighters.

**Avalanche:** Infinite afterburner.

**Chimera:** Infinite secondary weapons.

**Hydra:** Infinite upgrade tokens.

**Vampire:** Infinite shields.

**Dark\*Angel:** Gun never overheats.

**Demon:** Opens up mission tree. The cheats must be typed in as seen here.



## formula 1 '97



To get full access to the arcade tracks, edit the driver's name in Grand Prix Mode to TOO EASY. You can then access the extra tracks in Time Attack Mode. Edit the driver's name in Grand Prix Mode to BILLY BONUS to open up the three bonus tracks, plus an extra secret circuit. Try out these names for OTHER CHEATS:

VIRTUALLY VIRTUAL – VR-style graphics.  
SWAP SHOP – Background music and new sound effects.  
LITTLE WHEELZ – Gives your car over-inflated tires.  
PI MAN – Wipeout Mode.  
ZOOM LENSE – See the race from the Helicopter's viewpoint.  
BOX CHATTER – Commentary from Murray and Martin.  
CATS DOGS – It rains frogs instead of water.  
OCEAN ALESI – Proceed to round 16 in Championship.

## rampage 2: universal tour

Get under the skin of the following hidden characters:

George – enter S M 1 4 N.

Lizzie – enter S 4 V R S.

Ralph – enter L V P V S.

Green Myukus – enter N o T 3 Y.

Purple Myukus – enter B 1 G 4 L.

Noobus – enter S R Y 3 D.



## test drive 5

### Access all cars

From the main menu select Full Race, then select either Cup Race or Time Trials. When you reach the Enter Name screen, enter R O N E. You will now have access to all of the vehicles.

### Access extra game mode

On the main menu select Full Race, and then either Cup Race or Time Trials. When you reach the Enter Name screen, enter V R S I X.

If you now return to the Select Race Type screen, the Cop Race option will be available.

### Access all tracks

From the main menu select Full Race, then Time Trials. When you reach the Enter Name screen, enter M T H R E E.

If you continue to the Select Track screen on either Time Trials or Single Race Modes, you will have access to all of the racing circuits.



## cool boarders 3



### All tracks

Enter your name as WONITALL in Tournament Mode. A radical dude will call you a cheater.

### All boarders

Enter your name as OPENEM in Tournament Mode. You'll hear the voice again.

### Change the heads

Enter your name as BIGHEADS in

Tournament Mode. Press **R2** or **L2** to increase or decrease the size.

### Display co-ordinates

Enter SHOWPOS as your name. The character's position flicks up in the bottom left corner of the screen.

### In-game data

Key in **L1 + L2 + R1 + R2** at the menu with the one-player/multiplayer split-screen options. The



necessary data pops up in the bottom right-hand corner.

### Control replay camera

Hang on to the **←** button during the replay to switch or slow down.

Hitting **↓** pauses the game.

### Eliminate falling snow

Start your run, then quit. Repeatedly press **\*** and resume the race to find all the snow gone and a great view.

### bomberman fantasy racing



**More money:** Save the game to a memory block, then save it to a different one. Head for the bank, select Money Transfer, and siphon funds from one card to the other.

**Hidden animals:** Buy up five kangaroos and all five dinosaurs. You'll then get a hidden Black Kangaroo and a White Dinosaur.



### big air



**All levels, all players:** At the music screen select Blink 182, (dammit). Cue up Blink 182, (untitled) and quit. At the character selection screen and hold down  $\blacksquare + \blacktriangle + \bullet + \times$ . The words 'Blink 182 Rocks' will appear.

### triple play 2000

**Instant home run:** Step up to bat holding all four shoulder buttons and hit  $\blacktriangle, \blacksquare, \blacktriangle, \bullet, \times, \blacksquare$ ,  $\leftarrow$  and  $\rightarrow$  for instant scoring action. Easy.

**Control the camera:** Hold down the four shoulder buttons and press  $\rightarrow, \leftarrow, \uparrow, \downarrow, \rightarrow, \leftarrow$ . Turn the lens with  $R1 +$  directionals;  $L1 +$  directionals makes it swing round quickly.  $L2$  makes it zoom out,  $R2$  makes it zoom in,  $\blacktriangle$  for a high view and  $\blacksquare$  gives you a low view.

### siphon filter

**All levels:** Hit pause and highlight the Select Mission option. Press and hold the following combination of buttons, leaving the  $\times$  button till last:  $\bullet, \blacksquare, L1, R1, L2, R2, \times$ .

**All weapons and unlimited ammo:** Pause, select the 'weapons' option and hold down **Select,  $\bullet, L1, L2, R2, \times$** . Again, leave  $\times$  until last. You'll have to do this for each subsequent level to pick up the goods.

**All shots kill with only a single shot even against flak-jacketed soldiers:** Pause, highlight the objectives, press and hold  $\rightarrow, \bullet, L1, R1, R2, \times$ . You'll hear Gabe say "Understood" if you've done it right. It doesn't work on certain level bosses.

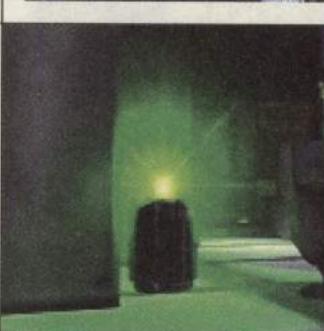
**Watch all of the FMV sequences**

**from within the game:** On the first mission, Georgia Street, Washington DC, head for the movie theatre where you picked up the sniper rifle. Stand in the doorway of the movie theatre and pause the game.

Highlight the sound option, press and hold **Select,  $\blacksquare, L2, R2, \times$** . If it's worked you'll hear Gabe say "Got it." Get it wrong and you'll just hear laughter.

When you un-pause, dart through the theatre doors and into the cinema proper.  $\times$  skips a movie sequence, **Start** quits out of the film. Take some popcorn.

**Increase the difficulty:** On the title screen, press and hold down  $\bullet, \blacksquare, L1, L2, R2, \times$ . You'll hear Gabe shout "Damn it!". Likes an easy life, does our Gabe.



### t'ai fu

To activate the following codes, at the map screen firstly press:  $R2, \times, R2, \times, \bullet, \downarrow$ , and  $\blacksquare$ . 'Cheats Enabled' will show on the screen.

**Level boss cheat:** From the map screen hit  $R2, \blacktriangle, R2, \blacktriangle, \bullet, \blacksquare, \downarrow, \blacktriangle, \uparrow, \rightarrow, \leftarrow, \downarrow, \uparrow$ , and  $L1$ . You can then access all the bosses and levels.



**Story selection:** Again on the map screen key in  $R2, \blacktriangle, R2, \blacktriangle, \blacksquare, \bullet, \downarrow, \blacktriangle, \uparrow, \leftarrow, \rightarrow, \downarrow, \uparrow$ , and  $L2$ . You'll see a menu of all the cut scenes to choose from.

**Credits display cheat:** Key in  $R2, \blacktriangle, R2, \blacktriangle, \downarrow, \blacksquare, \bullet, \blacktriangle, \uparrow, \downarrow, \leftarrow, \rightarrow, \uparrow$ , and  $R1$ . This should show you the end-of-game artwork, including

sketches of characters and locations.

For the next few cheats you'll have to input this code at the start of every level you want to play:  $R2, \blacktriangle, R2, \blacktriangle, \bullet, \times, \blacksquare$ . Again, 'Cheats Enabled' will show up on screen.

**All fighting styles:**  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\blacktriangle$ . You'll see 'All Styles' up on screen if it works.

**Activate full Chi:** Key in  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\blacksquare$ . 'Full Chi' will be displayed and the character will be fighting fit, spiritually.

**Full health:**  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\bullet$ . 'Full Health' will be displayed.

**Temporary invisibility:** Enter  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $R1$ . You'll be invisible for 30 seconds.

**Temporary invincibility:** Hit in this sequence  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $R2$ . You'll be solid as a slab of granite for

around 30 seconds – pretty much enough to beat any level boss.

**Unlimited lives:** Key in  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\uparrow$ . You'll see nine lives displayed on screen and reap the benefit for the rest of the level. You'll have to re-enter it for the next level.

**More blood on screen:** Hit  $R2, \blacktriangle, R2, \rightarrow, \leftarrow$ , and  $\downarrow$ . 'Crazy Blood' will be emblazoned across the screen. You'll also be invincible for 30 seconds. Berserker.

**Double the size of your enemies:** Input  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\uparrow$ . Double-sized enemies will appear and the big boys will scream around the corner. It only works for 30 seconds – probably a good thing.

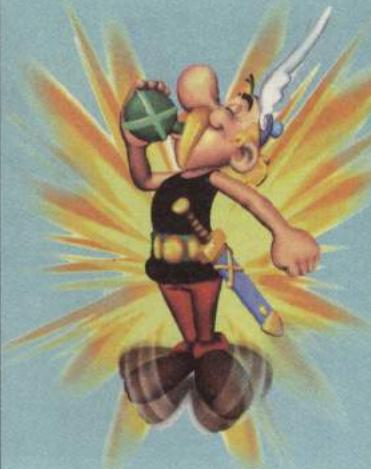
**Half the size of your enemies:** Hit the following combination:  $R2, \blacktriangle, R2, \leftarrow, \rightarrow$ , and  $\downarrow$ . Half-sized enemies will flicker on the screen and you'll have 30 seconds to destroy the dwarves.

### live wire



**Access to all the sub-levels:** On the level selection screen, press and hold the ▲ button followed by: ←, ↓, ↑, →, ←.

Select the sub-level by moving the direction buttons left or right to select the level, then press ↑ or ↓ to select the sub-level.



### asterix

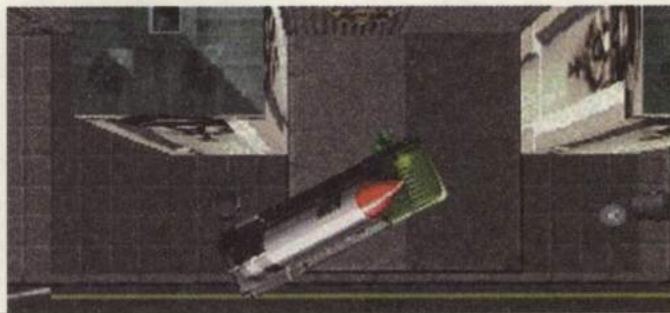
On the language selection screen hold the ▲ button and enter the following combination:  
↑, →, ↓, ←, ←, ↓, →, ↑.  
If you have entered the code correctly, 'Cheat Mode Active' will appear on-screen. Once you have activated the cheat code, select the language of your choice. Now when you choose New Game from the main menu, you will be able to select any 3D levels, sub-games or strategy section from the cheat menu.

### civilisation II

**29874 pieces of gold:** Rename the city Cash, making sure you hold the R1 button as you select H.



### grand theft auto: london 1969



Change the character's name to get:

**Unlimited lives:** MC VICKAR.

**All weapons and unlimited ammunition:** TOOLED UP.

**Accumulate a score of nearly ten million:** BIG BEN.

**Access to see the map co-ordinates:** SWEENEY.

**Increase your wanted status to five:** OLDBILL.

**Disable your wanted status:** GRASS.

**Access to level two, Mods And Sods:** MAYFAIR.

**Access to level three, Chelsea Smile:** PENTHOUSE.

**Access to level four, Dead Certainty:** RAZZLE.

**All levels, all weapons and unlimited ammunition:** SORTED.

**All levels and weapons, unlimited ammunition and lives, map coordinates of your current position, high score of nearly ten million, and increase your multiplier level to five:** HAROLDHAND.

### rugrats

**Make Minigolf putting easier**  
Hold down the walk button while putting and the aiming button line will move a lot slower.

**Find the babies on Chuckie's Glasses level**

All the kids are upstairs. Tag a baby and run down the stairs. It'll make the first right into the hallway, but if you make the first left you'll go into the kitchen. Run across the kitchen and you'll be home free.

**Incident on Isle Seven shortcut**  
Go to where the plants are and you'll find three balloons tied together. Run into them and press the ● button. This brings you out on the middle part of the board.

**Secret Reptar bars**

Play hole eight on Ice Cream Mountain, go around the other side of the pyramid and through the entrance. You'll find a lot of Reptar bars – and Mr Friend's old lady.

**These are the downstairs items you need to collect**

- To reach Chuckie's Glasses level, collect the umbrella from the playpen.
- To reach the Incident On Isle Seven level, collect the ding-a-ling box from the kitchen.
- To reach the Egg Hunt level, collect the egg basket in the living room.
- To reach the Mr Friend level, collect the machine from the basement workshop.
- To reach Grandpa's teeth level, collect the dentures from the bathroom.
- To reach Ice Cream Mountain, collect the golf clubs near the front door.

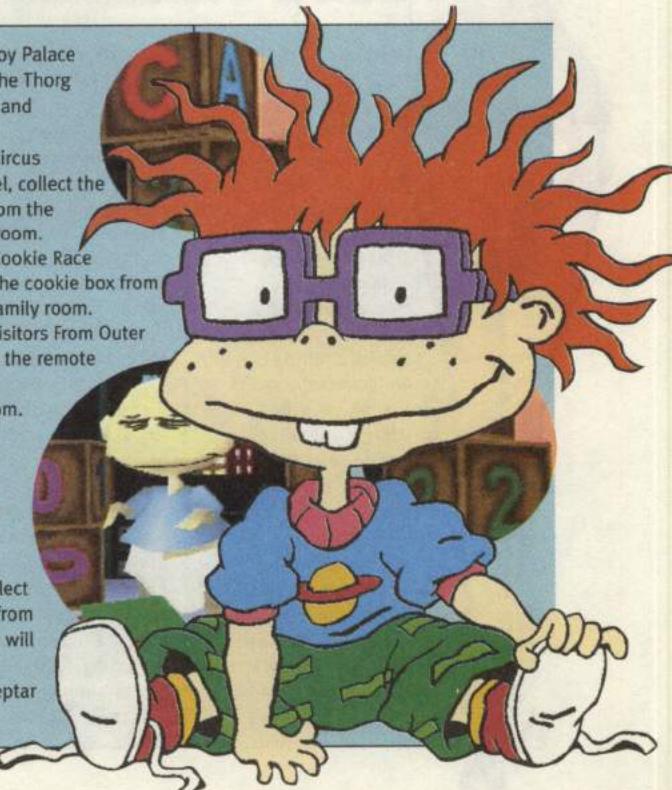
**Upstairs items you need to collect:**

- To reach the Seven Voyages of Cynthia level, collect the Cynthia doll from the guestroom.
- To reach Let There Be Light level, collect the Reptar nightlight from Tommy's room.

- To reach the Toy Palace level, collect the Thor doll from Didi and Stu's room.
- To reach the Circus Angelicus level, collect the stuffed lion from the upstairs bathroom.
- To reach the Cookie Race level, collect the cookie box from the upstairs family room.
- To reach the Visitors From Outer Space, collect the remote control from Grandpa's room.

**Access the end level**

Firstly collect all of the puzzle pieces to the jigsaw. Then collect the Reptar doll from near the TV. You will now be able to access to the Reptar Solo level.



**moto racer 2**

Enter the following cheat codes on the main menu with the cursor on Start. You'll hear a revving sound if the code is entered correctly.

**Display the credits movie:** **•, ▲, ■, R1, L2, L1, R2, ■, •, ✎.** To show the movie, press **✎** with the cursor on Start after the code has been entered.

**Grab big air when racing dirt bikes:** **◀, ▶, ▲, ▼, ▶, ▶, □, ▢, ▲, ✎.**

**Set the computer opponent's speed to slow:** **•, □, ▢, ▲, ▶, L1, R1, ✎.**

**Gain access to the Ultra Fast Bikes:** **↑, ▲, ▪, ▶, ▶, □, ▢, ▲, ✎.**

**Gain access to the Mirror Mode for single race and practice:** **↓, ▲, ▶, ▶, □, L1, R1, ✎.**

**Gain access to the Reverse Mode for single race and practice:** **↓, ▲, ▶, ▶, □, L2, R2, ✎.**

**Gain access to Mirror, Reverse, Mirror/Reverse and Ultimate Championship modes:** **R2, L2, ▶, ▶, □, ▢, ▲, ✎.**

**wcw nwo thunder****Big heads, hands and feet**

On the main menu press the **R2** seven times, **R1** once, then **Select**.

**Increase defensive and offensive attributes**

On the main menu press **L2** four times, **R2** four times, **L1** four times, **R1** four times, and then **Select** once.

**View all the FMV sequences**

On the main menu press **R1** four times, **L1** four times, then **Select**

once. You'll now see the introduction video sequence. To skip from one sequence to another, hold either **◀** or **▶** and press **✎**. You have over 100 FMV sequences which you can watch.

**Open the secret fighting ring, Cage**

On the main menu press the following sequence of buttons: **R1, R2, R1, R2, Select**. If you now look in your options menu, you will see that the ring option has changed to Cage.

**Open the secret ring, The Box**  
On the main menu press **L1, L2, L1, L2, Select** and you'll see The Box appear in your options menu.

**Open all hidden wrestlers**

On the Select Player screen press the **R1** button four times, the **L1** button four times, the **R2** button four times, the **L2** button four times, and the **Select** button once. You will now have access to all hidden characters for all game modes.

**ridge racer 4****Race a bird**

To test your racing skills against a feathered adversary, when you reach the seventh track of the Grand Prix mode called Heaven and Hell press the following sequence during the countdown voiceover: **◀, ▶, ▶, ▶.** When you begin your race you will see an eagle fly above your head. The eagle follows the track from start to finish, and you can follow it if you can keep up. The eagle is very difficult to chase as it has a lap time between one minute 12 seconds and one minute and 13

seconds. Unfortunately it will not appear on the replay.

**Team cup races**

There are several cups that you can win. Each cup is different and requires you to race using all four teams and both drift and grip cars. To win the cups you must be placed first in every race, but the number of retries does not affect the outcome. The only trophy that does not require first place in each race is The Pac Man Cup – this cup is received once you complete the Grand Prix mode. The number of retries does not affect the end result. However, if you run out of retries you must switch off and reload a Grand Prix save to win the cup; you cannot simply reload a Grand Prix save without rebooting, as the PlayStation's memory remembers the number of retries you have raced.

**The remaining cups are:**

**The Mappy Cup:** you must come first in all races of the Grand Prix mode using the French Micro Mouse Mappy team, driving an Assoluto or Lizard drift-type car.

**The Wagyan Cup:** you must come first in all races of the Grand Prix mode using the French Micro Mouse Mappy team, driving a Terrazi or Age Solo grip-type car.

**The Klonoa Cup:** you must come first in all races of the Grand Prix mode using the Japanese Pac Racing Club team, driving an Assoluto or Lizard drift-type car.

**The Valkyrie Cup:** you must come first in all races of the Grand Prix mode using the Japanese Pac Racing Club team, driving a Terrazi or Age Solo grip-type car.

**The Andore Genesis Cup:** you must come first in all races of

the Grand Prix mode using the Italian racing team Solvalou, driving an Assoluto or Lizard drift-type car.

**The Bosconian Cup:** you must come first in all races of the Grand Prix mode using the Italian racing team Solvalou, driving a Terrazi or Age Solo grip-type car.

**The Dragon Spirit Cup:** you must come first in all races of the Grand Prix mode using the American dig racing team, driving an Assoluto or Lizard drift-type car.

As a tip on the last track, Shooting Hoops, you must complete the circuit without bumping into the other vehicles or the sides of the track.

## **bloodlines**

**To view the Bloodlines art gallery**  
Simply enter LEONARDO on the password option screen.

**To take a look at the Bloodlines voice gallery**  
Enter TONGUEBATH on the password option screen.

**To unlock the secret character Jon**  
Enter UNMASKED on the password option screen.

**To unlock the secret character Angor**

Enter CLAWEDFIST on the password option screen.

**To unlock the secret character Daria**  
Enter DOMINATION on the password option screen.

**To unlock the secret character J.O.E.**  
Enter JUJOFEVRY1 on the password option screen.

**To unlock the Expert mode**  
Enter SKUPASTYLE on the password option screen.



## **pro 18 world tour golf**

**Add distance to your shots:** select the information icon on the main menu, then choose Create Golfer. Select Edit Name and enter LONG-SHOTWONDER. After selecting the Golfer Image, in any game mode select this player to activate the cheat.



## **fade to black**

Use these passwords to access the following cheats. Note: You must enter the Cheat Activation Code before entering the codes. Ignore all Invalid Code messages when using them.

**█, ▲, ●, ✕, ○, ▾.**

Once entered, leave the password screen and re-enter it immediately. Now you can enter any of the following:

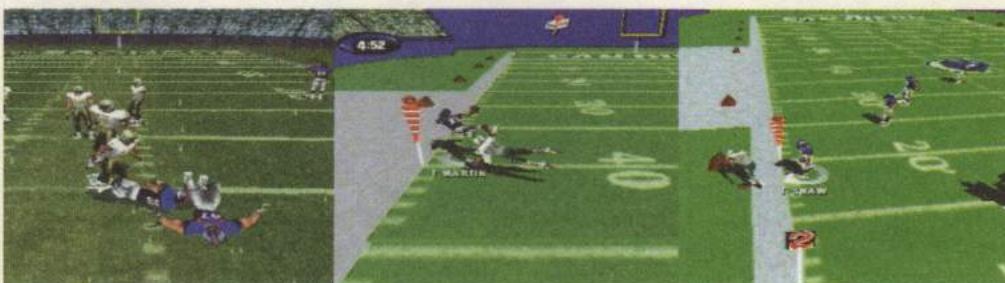
**Play all movies code:**  
**█, ✕, ●, ▾, ○, ▾.**

**Infinite shield code:**  
**█, ○, ●, █, ✕, ▾.**

**Invincibility code:**  
**▲, ✕, ▲, ▾, █, ○.**

**Level select:**  
**○, ●, ▾, ✕, █, ▾.**

## **nfl xtreme**



### **Big-headed players**

To play your selected game with big-headed players, go to Rosters from the main menu and select Create Free Agent. Now enter BIGHEAD as the first name and BOBBY as the last name. Once you have selected which game you wish to play, both your team and the opposing team will have big heads.

### **Flat-headed players**

To play your selected game with flat-headed players, go to Rosters from the main menu and select Create Free Agent. Enter COINHEAD as the first name and COREY as the last name. Once you have selected which game you wish to play, both your team and the opposing team will have two-dimensional flat heads.

### **Tiny players**

To play your selected game with tiny players, go to Rosters from the main menu and select Create Free Agent. Now enter the first name TINY and the last name TOM. Once you have selected which game you wish to play, both your team and the opposing team will have (surprise) little players.

## **nfl blitz**

Extend your enjoyment of Blitz with the following bonus players. If the name and code have been entered correctly, the commentator will say "Lights out, baby."

**To gain access to Mark Turmel**, on the Enter Name screen of the Arcade Play mode input: TURMEL. Once the name has been entered go to the Enter Pin screen and add: 0322.

**To gain access to Sal Divita**, on the Enter Name screen of the Arcade Play mode input: SAL. Then go to the Enter Pin screen and add: 0201.

**To gain access to Jason Skiles**, on the Enter Name screen of the Arcade Play mode input: JASON. Then go to the Enter Pin screen and add: 3141.

**To gain access to Jennifer Hedrick**, on the Enter Name screen of the Arcade Play mode input: JENIFR. Then go to the Enter Pin screen and add: 3333.

**To gain access to Dan Thompson**, on the Enter Name screen of the Arcade Play mode input: DANIEL. Then go to the Enter Pin screen and add: 0604.

**To gain access to Jeff Johnson**, on the Enter Name screen of the Arcade Play mode input: JAPPLE. Then go to the Enter Pin screen and add: 6660.

**To gain access to John Root**, on the Enter Name screen of the Arcade Play mode input: ROOT. Then go to the Enter Pin screen and add: 6000.

**To gain access to Luis Mangubat**, on the Enter Name screen of the Arcade Play mode input: LUIS. Then go to the Enter Pin screen and add: 3333.

**To gain access to Jim Gentile**, on the Enter Name screen of the Arcade Play mode input: GENTIL. Then go to the Enter Pin screen and add: 1111.



**To gain access to Brain**, on the Enter Name screen of the Arcade Play mode input: BRAIN. Then go to the Enter Pin screen and add: 1111.

**To gain access to Dan Forden**, on the Enter Name screen of the Arcade Play mode input: FORDEN. Then go to the Enter Pin screen and add: 1111.

**To gain access to Skull**, on the Enter Name screen of the Arcade Play mode input: SKULL. Then go to the Enter Pin screen and add: 1111.

**To gain access to Demon Shinok**, on the Enter Name screen of the Arcade Play mode input: SHINOK. Then go to the Enter Pin screen and add: 8337.



**To gain access to Raiden**, on the Enter Name screen of the Arcade Play mode input: RAIDEN. Then go to the Enter Pin screen and add: 3691.

**duke nukem: time to kill**

The following cheat codes are entered in-game whilst paused. Please note: If you enter the codes too quickly, they may not work.

For infinite ammunition enter:  
←, →, ←, →, Select, ←, →, ←, →, Select.

For all weapons enter:  
L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←.  
For all inventory enter:  
R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.  
For all keys enter:  
↑, →, ↑, ←, ↓, ↑, →, ←, →, ↓.  
For invisible Duke enter:  
L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.  
For double Duke enter:  
L2, R2, L2, R2, L2, R2, L2, R2,  
L2, R2.  
For temporary invulnerability enter:  
R1, L2, L1, L2, R1, L1, R1, L2, L1, L2.

**R-types****Level select**

With either of the R-Type or R-Type II options highlighted, quickly press the L2 button ten times followed by the R2 button ten times. Then begin a game and press Start. Now use the D-Pad to select the level you want to play or the full-motion video sequence you want to replay.

**All weapons**

First press Start to pause the game, then hold down the L2 button and press the following sequence: →, ↑, ↓, ←, ←, →, ↓.

←, →, ↓, ←, ↑, →. Then press one of ■, ▲, ✕, ● or R1 to select the weapon you want to deploy.

**Turbo mode**

First press Start to pause the game, then hold down the R2 button and hit the following sequence: ←, ↑, →, ↑, ↓, ←, ↓, ←, →, ↓.

**Slow motion**

Press Start to pause the game, then hold down the R2 button and hit the following sequence: →, ↑, →, ↑, ↓, ←, ↓, ←, →, ↓.

**kknd: krossfire**

The following cheat code can only be activated once you have completed the first level of the game, regardless of the difficulty level chosen. After completing the first level, you will be given a password to allow you access to the second level. It is on the second level that the cheat code can be entered and activated.

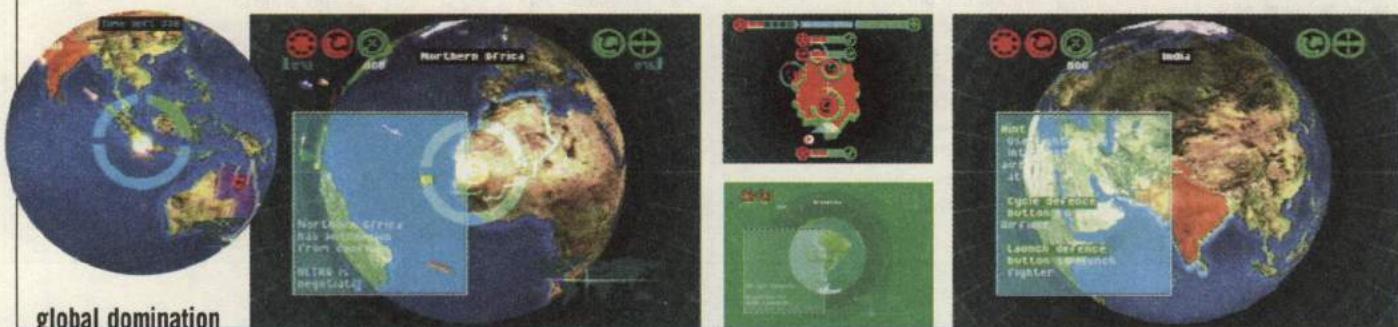
This cheat code must be entered at the beginning of each level. It does not continue from level to level throughout the game. The cheat code, once activated, will give you access to the following options: Invincibility on/off; mission complete on/off; black fog on/off; increase the amount of oil in your stores to 50,000.

To activate the cheat code, while in the game hold down the following buttons at the same time: L1, L2, R1, and R2.

Now press the Start button to bring up the Pause menu. From this, select the Display Password option and press ✕. This will show the password for the current level. While

the password is displayed, press the following combination of buttons: ←, ●, ○, →, ✕.

As each correct button is pressed, a noise will be heard. If the cheat code has been accepted, a sound effect will be heard and the cheat option will be available on the Pause menu.

**global domination**

Note: the following codes are all entered when paused in game. If entered a second time, you will either lose your increased arsenal, or the cheat will be switched off.

To gain access to the Level Jump enter: ✕, L1, L1, R1, R1, ✕, L1.

If the code has been accepted the mission number will appear on screen. Zoom the globe in or out to change the mission, then press ▲ to accept the mission level.

To have an artificially intelligent ally to defend and expand your empire, enter: Select, R1, R1, R1, ✕, L1, L1.

If the code has been accepted, text reading 'you've got a new friend' will appear on screen.

To shield only one of your selected countries, enter: ✕, Select, Select, R1, R1, R1, L1, L1, R1.

If the code has been accepted, 'shield' will appear on screen, and your selected country will be shielded.

To increase your entire special weapons ammunition to maximum, enter: ✕, Select, Select, L1, L1, L1, R1, L1, R1, L1.

If the code is accepted, text reading 'smart bombs' will appear on screen.

To increase your Special Forces troops to super fighters, enter: Select, ✕, Select, ✕, L1, L1, R1.

If the code is accepted, text reading 'super fighters' will appear on screen.

To acquire the ability to see the enemies' submarines, enter: L1, R1, ✕, ✕, ✕, L1, L1.

If the code has been accepted, 'see subs' will appear on screen.

To increase your entire defensive weapons ammunition, enter: L1, L1, L1, Select, Select, Select, Select.

If the code has been accepted, 'more missiles' will appear on screen.

For the ability to make one of your defensive missiles split into six,



enter: R1, R1, R1, Select, Select, ✕, ✕.

If the code is accepted, text reading 'Split defence' will be seen on screen.

To fire from all active defence silos instead of the one selected, enter: R1, L1, R1, ✕, ✕, ✕, ✕, ✕.

If the code is accepted, 'multiple defence launch' will appear on screen.

For the ability to produce all of your mobile units, enter: R1, L1, Select, Select, ✕, ✕, L1. If the code has been accepted, text reading 'You can build all resources' will be seen.

## max power racing

### All circuits

To unlock all the tracks, highlight Africa on the map screen, then enter: R1, R2, R1, L1, L2. You'll hear a jet.

### Performance cars

To unlock these, unlock the UK racing track. Then highlight UK on the map screen and enter: R1, L1, L1, R2, R1. You will hear the sound of thunder.

### GTI cars

To unlock all GTI cars, you must first unlock the Rome racing track, then highlight Rome on the map

screen and enter: L1, ●, R1, ■, L2, ■. If the code has been accepted, you will hear the sound of a jet.

### Remote-control cars

To unlock the scaled-down radio-controlled cars, you must unlock the USA racing track. Then highlight USA on the map screen and enter: ■, L1, R2, L2, ●, R1.

When you have chosen your vehicle and options, you must then press and hold ← + L2 on the white loading screen.



## metal gear solid

### Infinite ammo

Complete the game on the Easy setting after passing the torture test and you'll be awarded a Save Game, enabling you to start again with the Bandanna. This gives infinite ammo to any hand-held weapon.

### Invisibility

Complete the game on the Easy setting after FAILING the torture test (by pressing Select), and you'll be awarded a Save Game, enabling you to start again with the Stealth camouflage unit. This renders Snake invisible to enemies. Wow!

### Alternative costumes

Play through the game and gain one ending. Resume this save and get the other ending (see above). Resume the save awarded at the

end of this second play-through, and when Snake removes his sub-aqua gear in the lift, he reveals a James Bond-style tuxedo. Play through again and resume the save given at the end. Snake will change into a Ninja outfit instead.

### Meryl's knickers

There are two ways of seeing Meryl's underpants. First, look down on her from the air vent above her cell, then, rather than continuing to the



DARPA chief, retreat and exit the vent. Now enter again and look at her again. Not only will she be doing different exercises each time, but on the fourth visit, she has removed her trousers. Second, when meeting Meryl again in the ladies' toilet in the Nuke building, get to her cubicle quickly and you can catch her before she's changed. Switch to first-person view to see her underpants.

### Demo mode

Complete all VR Training modes (that is Training, Time Trial, Gun Shooting and Survival), and you'll be awarded a Technical Demo where the game will play through the modes in the best times.



## rally cross 2



### Oasis track

To access the Oasis track, first start a new season, enter the letters S I S A O, then accept the name. Now return to the game type screen, go to the single race, and the secret track will be open.

### Jungle track

To access the Jungle track, start a new season, enter the letters E L G N U J, then accept the name. Now return to the game type screen, go

to the single race, and the secret track will be open.

### Littlewoods

To access Littlewoods, start a new season, enter the letters F O S T E R, then accept the name. Return to the game type screen, go to the single race, and the secret track will be open.

### Frozen Trail

To access the Frozen Trail, start a

new season, enter the letters N I V E K, then accept the name. Return to the game type screen, go to the single race, and the secret track will be open.

### Dusty Road

To access Dusty Road, start a new season and enter the letters M I T, then accept the name. If you now return to the game type screen and go to the single race, the secret track will be open.

### Rock Creek

To access Rock Creek, start a new season and enter the letters K C I N, then accept the name. If you now return to the game type screen and go to the single race, the secret track will be open.

### Dry Humps

To access Dry Humps, start a new season and enter the letters C I R E, then accept the name. If you now return to the game type screen and

go to the single race, the secret track will be open.

### Hillside

To access the Hillside, start a new season and enter the letters B S I R H C, then accept the name. If you now return to the game type screen and go to the single race, the secret track will be open.

### Veteran level

To access the Veteran-level tracks and cars, start a new season and enter the letters P R E P R O, then accept the name. If you now return to the game type screen and go to the single race, the tracks and cars will be available.

### Pro level

To access the Pro level tracks and cars, start a new season and enter the letters M O O B M O O B, then accept the name. If you now return to the game type screen and go to the single race, the tracks will be open.

**running wild**

To access the Medium-difficulty races, on screen that enables you to change the difficulty setting, enter the cheat code:  
 $\uparrow, \blacksquare, R_1, L_2, L_2, \uparrow$ .

To access the Hard races, on difficulty setting screen enter:  
 $L_2, \downarrow, L_1, R_1$ .

To access the Expert setting, on the difficulty setting screen enter:  
 $\blacksquare, \downarrow, L_2, \downarrow, \bullet, L_2$ .

To get the hidden characters, on the Secret Options menu enter cheat codes as follows.

For Blizzaro enter:  
 $\uparrow, \downarrow, L_1, \bullet, \bullet, R_1, R_2, L_1$ .

For Pyro enter:  
 $\uparrow, \downarrow, \bullet, \downarrow, L_2, \downarrow, R_1, L_2$ .

For Rex enter:  
 $L_2, R_2, R_1, \uparrow, \blacksquare, R_2$ .

For Tox enter:  
 $\bullet, \uparrow, \blacksquare, \bullet, \blacksquare, R_1, L_1$ .

For Kostra enter:  
 $\uparrow, \uparrow, \blacksquare, L_2, R_2, L_2, R_2, \downarrow$ .

For Lunarr enter:  
 $\downarrow, \downarrow, L_1, \uparrow, \blacksquare, R_2$ .

**roll cage****Easy racing circuits**

To gain access to all of the Easy racing circuits, select the Password option from the Main Menu, and then enter the cheat code:  
E E F N I E B A.

**Hard racing circuits**

To gain access to all of the Hard racing circuits, select the Password option from the Main Menu, and then enter the cheat code: E E F P H M B C. Now select the User Set-up

options and choose Difficulty. Now select the Hard difficulty setting, and then begin your racing.

**Expert racing circuits**

To access all of the Expert racing circuits, select the Password option from the Main Menu, then enter the cheat code: H E M P C M D D. Now select the User Set-up options and choose Difficulty. Select the Expert difficulty setting, and begin your racing.

**crash handicap 3****Spyro The Dragon demo**

Press  $\uparrow, \uparrow, \downarrow, \downarrow, \leftarrow, \leftarrow, \rightarrow, \rightarrow, \blacksquare$  at the title screen.

**Bonus level - Hot and Cold**

On level 14 you'll spot an 'Alien Crossing' sign on the left-hand side of the road about halfway through. Crash into this and you'll be transported to this new level.

**Bonus level - Eggipus Rex**

On level 11 take the yellow gem route. After the first dinosaur chase allow the second pterodactyl to capture Crash.

**Get 105 per cent completion**

First get all the relics (to gold standard at least) and gems (including from the two bonus levels above). Back at the level



hub, walk up to Coco by the Save Game option and she'll have another clear gem. Take this and you'll be treated to fireworks and 105 per cent complete rating.

**WCW nitro****Find the hidden arenas**

Go into the options screen and quickly press:  $R_1, R_2, R_1, R_2$  and then **Select**. Now each time you press the **Select** button, the ring will change. Check out the cool disco ring.

**Swelling Head mode**

Go to the Select Mode screen and quickly press  $L_1$  seven times followed by  $L_2$  and **Select** together. The Swelling Head mode will cause each wrestler's head to swell every time you attack.

**Big Head mode**

Go to the Select Mode screen and quickly press  $R_1$  seven times, followed by  $R_2$  and **Select** together. The wrestlers will play their matches with the biggest heads possible.

**To wrestle with big heads, feet and hands**

Go to the Select Mode screen and quickly press  $R_2$  seven times, followed by  $R_1$  and **Select** together.

## knockout kings '99

### Fat-headed fighters

To give the fighters big fat heads, go to the main menu and press the following buttons:

←, ●, ←, ▲, ←, ■, ←, ×.

A tone will sound if you have entered the code correctly.

### Be a bear

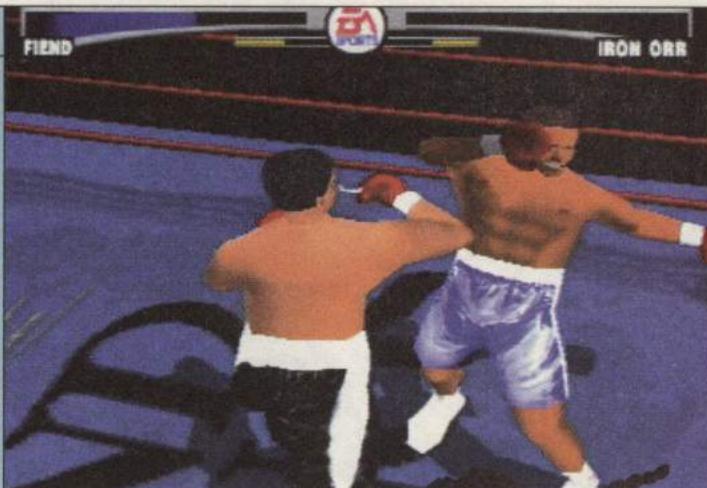
Go to the main menu and press the following buttons:

→, ■, →, ▲, →, ●, →, ×.

Now select a fighter and (no surprises here) he will appear in the game as a bear.

### Rejuvenate your energy

Between fights, you are given the choice of punching the heavy bag or the speed bag. At this point press and hold L1 + L2 + R1 + R2. The longer you hold them, the more energy you'll get back.



## tomb raider 3

Enter these during play, ie DON'T pause the game! ('L2 x two', for example, means press L2 two times.)

**Level skip:** L2, R2, L2 x two, R2, L2, R2, L2 x four, R2, L2, R2 x four, L2.

You'll hear Lara say "No" and the screen will freeze and resume at the end-of-level stats screen.

**All weapons:** L2, R2 x two, L2 x four,

R2, L2, R2 x two, L2, R2 x two, L2 x two, R2, L2 x two, R2.

You'll hear Lara scream. You'll now have all of the weapons and ammo plus save crystals and medipacks.

**All keys and secrets:** L2 x five, R2, L2 x three, R2, L2, R2, L2 x two, R2, L2 x two, R2, L2 x two.

You'll hear Lara sigh. This not only gives you every key, but eight secrets, too.

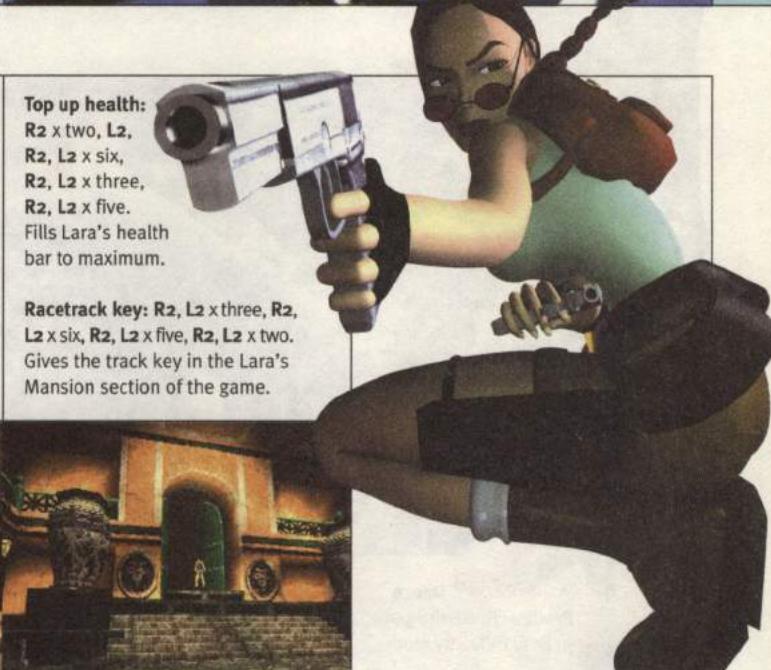
### Top up health:

R2 x two, L2, R2, L2 x six, R2, L2 x three, R2, L2 x five.

Fills Lara's health bar to maximum.

**Racetrack key:** R2, L2 x three, R2,

L2 x six, R2, L2 x five, R2, L2 x two. Gives the track key in the Lara's Mansion section of the game.



## toca touring car championship

**JHAMMO:** Access all tracks.  
**CMGARAGE:** Two extra cars.  
**TANK:** Drive tank (press horn to fire gun).  
**CMCOPTER:** Chase copter view.  
**CMSTARS:** Night-time sky.  
**CMCHUN:** Go-kart mode.  
**CMDISCO:** Coloured fog.  
**FLEXMOBILE:** Pink Cadillac car.  
**CMMICRO:** Micro Machines-style view.  
**CMNOHITS:** Collision-detect off.  
**CMMAYHEM:** Mad drivers.  
**CMHANDY:** Big hands.  
**CMLOCK:** Lock up extra tracks.  
**PATSCREEN:** Play 'showdown' race.  
**XBOOSTME:** Double speed.  
**CMLOGRAV:** Low gravity.  
**CMTOON:** Cartoon graphics.  
**CMRAINUP:** Reverse rain.  
**CMUPSIDE:** Flip the screen.



## overboard

### Level passwords

1-2 Ship, Skull, Fish, Anchor, Ship, Anchor

1-3 Ship, Anchor, Skull, Ship, Anchor, Fish

1-4 Skull, Ship, Fish, Anchor, Anchor, Ship

2-1 Fish, Fish, Anchor, Ship, Skull, Anchor

2-2 Skull, Anchor, Anchor, Fish, Anchor, Ship

2-3 Fish, Anchor, Ship, Ship, Ship, Skull

2-4 Anchor, Fish, Ship, Skull, Fish, Ship

3-1 Ship, Skull, Fish, Anchor, Ship, Anchor

3-2 Fish, Skull, Anchor, Fish, Fish, Fish

3-3 Fish, Fish, Ship, Skull, Fish, Ship

3-4 Ship, Anchor, Ship, Fish, Anchor, Fish

4-1 Skull, Skull, Anchor, Ship, Fish, Fish

4-2 Ship, Anchor, Skull, Fish, Fish, Anchor

4-3 Skull, Ship, Skull, Skull, Fish, Ship

4-4 Ship, Fish, Ship, Fish, Ship, Anchor

5-1 Anchor, Ship, Fish, Skull, Fish, Ship

5-2 Fish, Ship, Anchor, Skull, Ship, Fish



3-2 Fish, Skull, Anchor, Fish, Skull, Fish

3-3 Fish, Fish, Ship, Skull, Fish, Ship

3-4 Ship, Anchor, Ship, Fish, Anchor, Fish

4-1 Skull, Skull, Anchor, Ship, Fish, Fish

4-2 Ship, Anchor, Skull, Fish, Fish, Anchor

4-3 Skull, Ship, Skull, Skull, Fish, Ship

4-4 Ship, Fish, Ship, Fish, Ship, Anchor

5-1 Anchor, Ship, Fish, Skull, Fish, Ship

5-2 Fish, Ship, Anchor, Skull, Ship, Fish



5-3 Ship, Fish, Skull, Anchor, Anchor, Skull

5-4 Skull, Ship, Anchor, Fish, Ship, Skull

6-1 Fish, Ship, Anchor, Fish, Ship, Fish

6-2 Ship, Fish, Ship, Fish, Ship, Fish

6-3 Ship, Fish, Ship, Fish, Ship, Fish

6-4 Ship, Fish, Ship, Fish, Ship, Fish

7-1 Ship, Fish, Ship, Fish, Ship, Fish

7-2 Ship, Fish, Ship, Fish, Ship, Fish

7-3 Ship, Fish, Ship, Fish, Ship, Fish

7-4 Ship, Fish, Ship, Fish, Ship, Fish

8-1 Ship, Fish, Ship, Fish, Ship, Fish

8-2 Ship, Fish, Ship, Fish, Ship, Fish

8-3 Ship, Fish, Ship, Fish, Ship, Fish

8-4 Ship, Fish, Ship, Fish, Ship, Fish

9-1 Ship, Fish, Ship, Fish, Ship, Fish

9-2 Ship, Fish, Ship, Fish, Ship, Fish

9-3 Ship, Fish, Ship, Fish, Ship, Fish

9-4 Ship, Fish, Ship, Fish, Ship, Fish

10-1 Ship, Fish, Ship, Fish, Ship, Fish

10-2 Ship, Fish, Ship, Fish, Ship, Fish

10-3 Ship, Fish, Ship, Fish, Ship, Fish

10-4 Ship, Fish, Ship, Fish, Ship, Fish

11-1 Ship, Fish, Ship, Fish, Ship, Fish

11-2 Ship, Fish, Ship, Fish, Ship, Fish

11-3 Ship, Fish, Ship, Fish, Ship, Fish

11-4 Ship, Fish, Ship, Fish, Ship, Fish

12-1 Ship, Fish, Ship, Fish, Ship, Fish

12-2 Ship, Fish, Ship, Fish, Ship, Fish

12-3 Ship, Fish, Ship, Fish, Ship, Fish

12-4 Ship, Fish, Ship, Fish, Ship, Fish

13-1 Ship, Fish, Ship, Fish, Ship, Fish

13-2 Ship, Fish, Ship, Fish, Ship, Fish

13-3 Ship, Fish, Ship, Fish, Ship, Fish

13-4 Ship, Fish, Ship, Fish, Ship, Fish

14-1 Ship, Fish, Ship, Fish, Ship, Fish

14-2 Ship, Fish, Ship, Fish, Ship, Fish

14-3 Ship, Fish, Ship, Fish, Ship, Fish

14-4 Ship, Fish, Ship, Fish, Ship, Fish

15-1 Ship, Fish, Ship, Fish, Ship, Fish

15-2 Ship, Fish, Ship, Fish, Ship, Fish

15-3 Ship, Fish, Ship, Fish, Ship, Fish

15-4 Ship, Fish, Ship, Fish, Ship, Fish

16-1 Ship, Fish, Ship, Fish, Ship, Fish

16-2 Ship, Fish, Ship, Fish, Ship, Fish

16-3 Ship, Fish, Ship, Fish, Ship, Fish

16-4 Ship, Fish, Ship, Fish, Ship, Fish

17-1 Ship, Fish, Ship, Fish, Ship, Fish

17-2 Ship, Fish, Ship, Fish, Ship, Fish

17-3 Ship, Fish, Ship, Fish, Ship, Fish

17-4 Ship, Fish, Ship, Fish, Ship, Fish

18-1 Ship, Fish, Ship, Fish, Ship, Fish

18-2 Ship, Fish, Ship, Fish, Ship, Fish

18-3 Ship, Fish, Ship, Fish, Ship, Fish

18-4 Ship, Fish, Ship, Fish, Ship, Fish

19-1 Ship, Fish, Ship, Fish, Ship, Fish

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19-3 Ship, Fish, Ship, Fish, Ship, Fish

19-4 Ship, Fish, Ship, Fish, Ship, Fish

20-1 Ship, Fish, Ship, Fish, Ship, Fish

20-2 Ship, Fish, Ship, Fish, Ship, Fish

20-3 Ship, Fish, Ship, Fish, Ship, Fish

20-4 Ship, Fish, Ship, Fish, Ship, Fish

21-1 Ship, Fish, Ship, Fish, Ship, Fish

21-2 Ship, Fish, Ship, Fish, Ship, Fish

21-3 Ship, Fish, Ship, Fish, Ship, Fish

21-4 Ship, Fish, Ship, Fish, Ship, Fish

22-1 Ship, Fish, Ship, Fish, Ship, Fish

22-2 Ship, Fish, Ship, Fish, Ship, Fish

22-3 Ship, Fish, Ship, Fish, Ship, Fish

22-4 Ship, Fish, Ship, Fish, Ship, Fish

23-1 Ship, Fish, Ship, Fish, Ship, Fish

23-2 Ship, Fish, Ship, Fish, Ship, Fish

23-3 Ship, Fish, Ship, Fish, Ship, Fish

23-4 Ship, Fish, Ship, Fish, Ship, Fish

24-1 Ship, Fish, Ship, Fish, Ship, Fish

24-2 Ship, Fish, Ship, Fish, Ship, Fish

24-3 Ship, Fish, Ship, Fish, Ship, Fish

24-4 Ship, Fish, Ship, Fish, Ship, Fish

25-1 Ship, Fish, Ship, Fish, Ship, Fish

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25-3 Ship, Fish, Ship, Fish, Ship, Fish

25-4 Ship, Fish, Ship, Fish, Ship, Fish

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26-4 Ship, Fish, Ship, Fish, Ship, Fish

27-1 Ship, Fish, Ship, Fish, Ship, Fish

27-2 Ship, Fish, Ship, Fish, Ship, Fish

27-3 Ship, Fish, Ship, Fish, Ship, Fish

27-4 Ship, Fish, Ship, Fish, Ship, Fish

28-1 Ship, Fish, Ship, Fish, Ship, Fish

28-2 Ship, Fish, Ship, Fish, Ship, Fish

28-3 Ship, Fish, Ship, Fish, Ship, Fish

28-4 Ship, Fish, Ship, Fish, Ship, Fish

29-1 Ship, Fish, Ship, Fish, Ship, Fish

29-2 Ship, Fish, Ship, Fish, Ship, Fish

29-3 Ship, Fish, Ship, Fish, Ship, Fish

29-4 Ship, Fish, Ship, Fish, Ship, Fish

30-1 Ship, Fish, Ship, Fish, Ship, Fish

30-2 Ship, Fish, Ship, Fish, Ship, Fish

30-3 Ship, Fish, Ship, Fish, Ship, Fish

30-4 Ship, Fish, Ship, Fish, Ship, Fish

31-1 Ship, Fish, Ship, Fish, Ship, Fish

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31-4 Ship, Fish, Ship, Fish, Ship, Fish

32-1 Ship, Fish, Ship, Fish, Ship, Fish

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32-3 Ship, Fish, Ship, Fish, Ship, Fish

32-4 Ship, Fish, Ship, Fish, Ship, Fish

33-1 Ship, Fish, Ship, Fish, Ship, Fish

33-2 Ship, Fish, Ship, Fish, Ship, Fish

33-3 Ship, Fish, Ship, Fish, Ship, Fish

33-4 Ship, Fish, Ship, Fish, Ship, Fish

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35-4 Ship, Fish, Ship, Fish, Ship, Fish

36-1 Ship, Fish, Ship, Fish, Ship, Fish

36-2 Ship, Fish, Ship, Fish, Ship, Fish

36-3 Ship, Fish, Ship, Fish, Ship, Fish

36-4 Ship, Fish, Ship, Fish, Ship, Fish

37-1 Ship, Fish, Ship, Fish, Ship, Fish

37-2 Ship, Fish, Ship, Fish, Ship, Fish

37-3 Ship, Fish, Ship, Fish, Ship, Fish

37-4 Ship, Fish, Ship, Fish, Ship, Fish

38-1 Ship, Fish, Ship, Fish, Ship, Fish

38-2 Ship, Fish, Ship, Fish, Ship, Fish

38-3 Ship, Fish, Ship, Fish, Ship, Fish

38-4 Ship, Fish, Ship, Fish, Ship, Fish

39-1 Ship, Fish, Ship, Fish, Ship, Fish

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39-3 Ship, Fish, Ship, Fish, Ship, Fish

39-4 Ship, Fish, Ship, Fish, Ship, Fish

40-1 Ship, Fish, Ship, Fish, Ship, Fish

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40-3 Ship, Fish, Ship, Fish, Ship, Fish

40-4 Ship, Fish, Ship, Fish, Ship, Fish

41-1 Ship, Fish, Ship, Fish, Ship, Fish

41-2 Ship, Fish,

### formula one '98

#### Secret track

Enter **Cheesy Poofs** in the Edit Driver Name option. Once entered, you will gain access to the Stunt Track, which will appear under the Select Track option.



### jurassic park: lost world

#### Level select

Enter the following pass code three times, ignoring the invalid password messages: **■, X, ●, ▲, ▲, X, ■**.

#### Invincibility

Begin on either the Human Prey or Hunter levels. Hold **L1 + ↑** and, while doing so, press **X + ■**. While firing the new improved, auto-repeating weapon, you are invincible.

### x-games pro boarder

#### Unlock the Circuit mode

On the password screen enter: **■, ●, ■, ▲, ▲, ■**.

#### Unlock the Circuit mode and the hidden character Ollie B

On the password screen enter: **▲, X, ■, X, ▲, ●**.

#### Unlock the Circuit mode Super Circuits

On the password screen enter: **■, ▲, X, ■, ●, ●**.

### apocalypse

To activate the cheat codes, press **Start** to pause the game, then hold down the **L1** button and input the following codes:

#### To unlock levels:

**▲, ↑, X, ↓**.

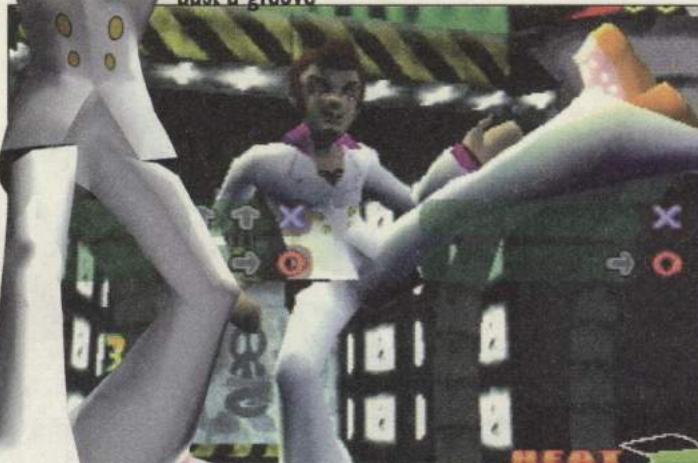
#### To gain all weapons:

**■, ●, ↑, ↓, X, ■**.

#### For invincibility:

**↓, ↑, ←, ←, ▲, ↑, →, ↓**.

### bust a groove



#### Dance

**Preview:** Finish the game in Easy difficulty mode.

**Play as Capoeira:** Finish the game in Normal difficulty mode.

**Play as Robo-Z:** Finish the game in Difficult difficulty mode.

**Play as Burger Dog:** Finish the game in both Normal and Difficult modes, then choose Hamm and finish the game in Normal difficulty mode again.

**Play as Columbo:** Finish the game in both Normal and Difficult modes, then choose Shorty and finish the game Normal difficulty mode again.

**Level Skip:** First play through the game with any character. Now begin another game in single player mode, and press **L2** and **Select** together during the song whenever you want to skip to the next.

**Alternative characters:** Hold **Select** and press **●** to choose your character.

**Close-up winning pose camera:** Press **●** after winning.

**Special moves:** If the first move is done correctly, new moves will be flashed on-screen. Complete all the new moves for higher points.

<b>HEAT:</b>	<b>↑, ↓, ↑, ●</b>
<b>FRIDA:</b>	<b>↑, ↓, ↑, ●</b>
<b>STRIKE:</b>	<b>↑, ↑, ←, ●</b>
<b>HAMM:</b>	<b>↓, →, ↑, ●</b>
<b>KELLY:</b>	<b>→, ←, →, ●</b>
<b>SHORTY:</b>	<b>↓, ↓, ↓, ●</b>
<b>HIRO:</b>	<b>→, ↑, ↓, ●</b>
<b>PINKY:</b>	<b>↑, ←, ↑, ●</b>
<b>GAS-O:</b>	<b>←, ↓, →, ↑, ●</b>
<b>KITTY N:</b>	<b>↓, ↓, →, ●</b>
<b>CAPOEIRA:</b>	<b>→, ↑, →, X</b>
<b>ROBO-Z:</b>	<b>↑, ↓, ←, →, ●</b>
<b>COLUMBO:</b>	<b>↓, ↓, ↓, ●</b>
<b>BURGER DOG:</b>	<b>↓, →, ↑, ●</b>

### grand theft auto

Enter the following codes as your name to change the gameplay. Simple.

Code	Effect
GROOVY	All weapon.
WEYHEY	9,999,990 points.
BLOWME	Co-ordinates.
EATHIS	Wanted level max.
CHUFF	No police.
TURF	All cities.
MADEMAN	All cities and weapons.
BSTARD	All cities, infinite weapons and 99 lives.
FECK	Liberty City part 1 and 2.
TVTAN	San Andreas part 1 and 2.



### madden nfl '99

**For bonus stadiums,** enter these codes at the code screen...

<b>EA Sports:</b>	<b>EA_STADIUM</b>
<b>Tiburon:</b>	<b>OURHOUSE</b>
<b>Cleveland:</b>	<b>DOGPOND99</b>
<b>Rfk:</b>	<b>THE HOGS</b>
<b>For bonus teams enter:</b>	
<b>NFC Pro Bowl:</b>	<b>BESTNFC</b>
<b>AFC Pro Bowl:</b>	<b>AFCBEST</b>
<b>All-Madden:</b>	<b>BOOM</b>
<b>All-time stat leaders:</b>	<b>IMTHEMAN</b>
<b>'60s Greats:</b>	<b>PEACELOVE</b>
<b>'70s Greats:</b>	<b>BELLBOTTOMS</b>
<b>'80s Greats:</b>	<b>SPRBWLSHUFL</b>
<b>'90s Greats:</b>	<b>HEREANDNOW</b>
<b>All-time Greats:</b>	<b>TURKEYLEG</b>
<b>75th Anniversary Team:</b>	<b>THROWBACK</b>
<b>NFL Equipment Team:</b>	<b>GEARGUYS</b>
<b>'99 Cleveland Browns:</b>	<b>WELCOMEBACK</b>
<b>EA Sports:</b>	<b>INTHEGAME</b>
<b>Tiburon:</b>	<b>HAMMERHEAD</b>

### spawn the eternal

Enter these following codes while the game is paused:

**Invisibility** – hold **L1 + R1** and then press: **■, ■, ●, ●, ▲, X**

**Invincibility** – hold **L1 + R1** and then press: **▲, ▲, X, X, ■, ●**

**All power-ups** – hold **L2 + R2** and then press: **▲, ●, ■, X, ▲, ●**

**Everything in your inventory** – hold **L2 + R2** and then press: **\*, ●, ▲, ■, X, ●**

**Reset physical** – hold **L1 + R1** and then press: **\*, ●, ▲, ■, X, ●**

**Reset magic** – hold **L1 + R1** and then press: **▲, ●, X, ■, ▲, X**

**Level skip** – hold **L1 + R1 + L2 + R2** and then press: **▲, X, ■, ●, ○, ●, ●**

## tenchu

### Restore health

Press Start to pause the game then press: ←, ←, ↓, ↓, □, □, ▲, □.

### Level select

Select a character, then hold R1 and press: ←, ←, ↓, ↓, □, □, ▲, □ at the next screen.

### Layout select

Select a character, then hold down R1 and press: ←, ←, ↓, ↓, □, □, ▲, ✖ at the next screen.



## spyro the dragon

Yes, there is a secret demo of Crash Bandicoot 3 built into Spyro.

At the Start screen press and hold L1, L2, R1, R2, □, ▲ and ● together to access the secret Crash level.



## rival schools

### Easy alternative costumes

Complete the game once, then hold L2 to pick Tiffany, Hinata, Natsu or Kyoko.

### Alternative Hinata costume

Complete Arcade mode with Hinata, Batsu and Kyosuke, then enable Shortcut mode and choose the other character from the bottom row of the character selection screen.



### Alternative Tiffany costume

Finish the game in Arcade mode with Tiffany, Roy and Boman. Enable Shortcut mode and choose the alternative character from the bottom row of the character selection screen.

### Alternative Natsu costume

Finish the game in Arcade mode with

Natsu, Shoma and Roberto. Enable Shortcut mode and choose the alternative character from the bottom row of the character selection screen.

### Alternative Kyoko costume:

Finish the game in Arcade mode with Kyoko and Hideo. Enable shortcut mode and choose the alternative character from the bottom row of the character selection screen.

### Alternative evolution mode costumes

Eight different colours may be chosen for each character by hitting □, ▲, ●, ✖, R1, R2, L1, L2.

### Rotate the Vs screen

Sweep the D-pad on the Versus screen on the Arcade disc. Make sure you've disabled the shortcuts.



## psybadek

To enter the following cheat codes, select Continue from the main menu then select the Password option.

To begin the adventure with nine lives enter: DONTDIONME

To gain access to all levels enter: GO ANYWHERE

To turn your world upside down, enter: TOPSYTURVY

To become invincible enter: DONDACHAOS

To gain infinite Jelly wobble enter: JELLYJELLY

To make Xako smaller

enter: SIZOFANANT  
To make Xako bigger, enter: INLILLIPUT

To reduce the speed of your Dek, enter: CLAPPEDOUT

To increase the speed of your Dek, enter: DEKPOWERUP

To give your Dek extra slide enter: GREASEDEK

To lower your Dek's gravity enter: WALKONMOON



## medievil

To open up everything, all weapons and Invincibility

Take a deep breath, pause the game, hold L1 and key in: TOTOOTLOUDROLLTROLLTODOOR.

If you just want the simple standard cheat code, it's DUSTTODUST.

### Cheat menu

Press Start during the game, then hold L2 and press ←, ●, ↑, ↓, ▲, ●, ●, ▲.

The following new menu options will now present themselves on the pause menu.

### Complete level

Instantly finish the current level.

### Invulnerability

Like it says. You become invulnerable.

### Chalice on

Complete the level and be taken to the Hall of Heroes where you can pick up power-ups.



For a cheat menu pause the game then hold L2 and enter the following codes...

**Basic Cheat Menu**  
↓, ↑, □, ▲, ▲, ▲, ●, ↓, ↑, □, ▲.

**Super Cheat Menu**  
▲, ●, ▲, ●, ▲, ▲, ←, ●, ↑, ↓,  
→, ●, ←, ←, ▲, →, ●, ←, ←, ▲,  
●, ↓, ●, ●, ↓.

## V-2000



V-2000 is a good game often underrated and we've got some great cheats for it to make the game even more enjoyable.

While holding down the R1 button, enter the following cheat codes during the game. A screeching sound will be heard if you've done it right and the cheat code is accepted.  
To enable the cheat, pause the game and scroll down the options to select the cheat menu.

**Access all weapons**  
**■, ■, ▲, L1, L2, ✕, ○, ✖.**

**Repair your ship damage, fuel up, repair shields, get the Targetter, increase your cargo capacity, gain level trophy and gain Turbo, press the following button**

**combination:**

**↔, ↔, ■, ○, R2, →, ▲, L2.**

**Complete level selected**  
**■, →, ▲, ■, R2, L1, ▲, →.**

**Access the level skip cheat**  
**✖, →, ▲, ■, R2, ▲, →, ▲.**

**Access all of the game's cheats**  
**↔, ■, →, ○, ✕, R2, →, L2.**

**Complete all areas**  
**■, ■, →, ▲, L1, →, R2, ✖.**

**Cargo**  
**■, ✖, ○, ▲, R2, ▲, →, ←.**

**jeremy mcgrath's super cross '98**

**To enable the cheat menu,** save a rider to a memory card using the name **www.atod.se**. Make sure all the letters are in lower case.

Start a game and then pause it. In the Options menu a cheat menu will appear which will allow you to adjust the gameplay. After enabling the cheat mode you can enable more by highlighting Single Race, holding down the ■ button and then pressing ✖. This will enable Mirror mode and Master 82cc mode and open all tracks in single-player mode.

**everybody's golf**

**For all characters and courses**

Remove all of your memory cards

from the PlayStation.

Then

press and

hold **L1 +**

**L2 + R1 +**

**R2** on the

second

controller.

Now, with the

shoulder but-

tons still held

down, press the

following button

sequence:

**↑, ↑, ↓, ↑,**

**←, →, →, ←, ↑,**

**↑, ↓, ↑, ←, →,**

**→, ←.**

**For left- or right-handed golfers**

Highlight one of the golfers at the character selection screen, then hold **L1** and press **✖**.

**To reverse courses**

Highlight one of the courses on the course selection screen, then hold **L1 + L2** and press **✖**.

**tekken 2**

The game starts with a paltry ten characters, but if you follow our simple guide, you'll soon have **all of the 25 characters** to knock around with. As you'd expect, each of the fighters has an alter ego who becomes playable once you smack their sorry bones into the middle of next week.

Below is a list showing who you have to flatten to open the other characters.

If you want to open them as soon as possible, a good tip is to change the game options so you only have to play one round on Easy level. This way you can do it in half the time. Here is the list of the sub-bosses in order of worthiness:

080 Australian PlayStation Collection

## parappa the rapper

### Bonus level

Complete every level with the top 'Cool' rating to unlock a bonus level, which features the delectable Sunny Funny and Katy Kat dancing on a table.

### Change PaRappa's voice

Complete the first two levels with the tricky 'Cool' rating. Then press **X, X, X, ▲, ●, ▲, ■, □, →, ←, ■, X** and finish the next level as usual.

On level four press **X, ■, ▲, ●, X** to change his voice. Then hold **R2** and press **●** or **▲** to cycle through the voices on offer.

### Play as Sunny or Master Onion Head

Get more than 3000 points on the first level. Complete the second level with a 'Good' rating but with 'Cool' flashing (this occurs if the score is above 1025 points). Complete levels 3 and 4 with over 2000 points on each and a 'Good' rating. Complete level 5 with at least 5000 points and a 'Cool' rating. Finally, complete level 6 with at least 2000 points and a 'Cool' rating. The choice of playing as Sunny or Master Onion Head will appear when you start the next game.

### Bonus background image

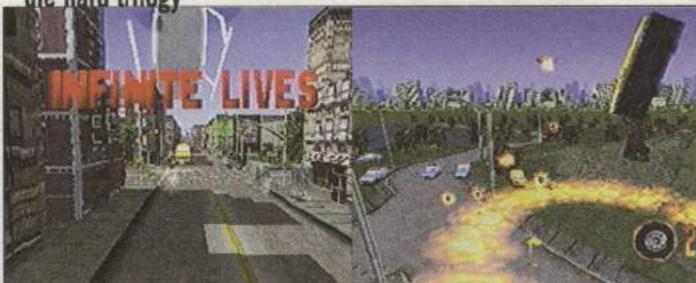
Hold **↑** and keep rapping on level 1.

### View movie sequences

Complete levels 1 to 5 with a 'Cool' rating. Complete level 6 with an 'Awesome' rating by completing each part of the rap perfectly.



## die hard trilogy



### DIE HARD

All cheats should be entered by holding **R2** while the game is paused.

**Invincibility:** **→, ↑, ↓, ■**

**50 grenades and five bullets:** **→, ■, ↓, ●**

**Fat mode (characters bloat out):** **→, ■, ■, ↓**

### Enemies float to heaven when shot:

**↓, ■, ▲, ↓**

**Controls reversed (inc fire buttons):** **→, ■, ▲, →**

**Skeleton mode:** **▲ x 10 and → x 4**

**Slapstick mode (voices high-pitched, villains shoot through their backsides):** **↓, ●, ○, ↓, ▲, ↓**

**Unlimited shotgun:**  
**→, ↑, ↓, ↓, ■, →**

### DIE HARDER

#### Map editor:

**Map editor:** **→, ↑, ↓, ■**  
This cheat enables you to change the routes of all the characters and vehicles in the game. It's extremely complicated, but play around with it for a while and you can get some interesting effects - like floating cars. You can also select levels from the Map editor by calling up the Menu screen (**■**) and using the Load function to choose the level.

**Skeleton mode:** **↓, ■, ▲, ↓**

**Total destruction mode (99 rockets, 99 grenades):** **→, ■, ←, ●, ▲, ↓**

**Invincibility:** **↓, ▲, →, ■**

### DIE HARD WITH A VENGEANCE

**Infinite lives:** **←, ●, ↑, ↓, ■, →**

**999 turbos:**  
**●, ●, ■, ■, ↓, ↓, X, X**

**Huge car mode:** **←, ▲, →, ↓**

**Floating head mode:**  
**●, ↓, ↓, ▲, X, ■**

**Extra view (chase cam):** **↓, ●, ↓, ●**

**Slow motion mode:**  
**←, ↑, ←, ←, ■, ↓**

**Vic 20 mode:** **↓, ↑, ←, ←, ↓, ↑, ←, ←, ↓, ↑, ←, ←**

Wang  
Jun  
Beak  
Law  
Anna  
Nina  
Lee  
Heihachi  
Armour King  
King

Bruce  
Lei  
Ganryu  
Michelle  
P.Jack  
Jack-2  
Kuma  
Paul  
Kunimitsu  
Yoshimitsu

### Bosses

To play as the bosses takes a little more hard work. You'll need to fight well to access these characters, and even then it can be tricky.

### Kazuya and Purple Kazuya

To play as Kazuya, fight through to the end of the Arcade mode playing as a sub-boss and beat the Devil. To play the purple-suited Kazuya, you must first have all the sub-bosses on your memory cards, along with the other main bosses.

### The Devil and Angel

Beat the Devil in Arcade mode playing as Kazuya. Press any punch to play as the Devil, or any kick button to play as Angel.

### Roger and Alex

Opening up the very unusual Alex and Roger is much trickier. You can only try this if you've already

got all the other characters.

Start a game in the Arcade mode. When it gets to the winning round of the third bout, let the opponent beat you until you have a maximum of five per cent health left, then turn on them and beat them. If it's all gone right, you'll hear the announcer say "Great!" and the next fight will be against Roger the Kangaroo or Alex the Dinosaur. To select these in later bouts, press the punch buttons for Roger and kick buttons for Alex.

### Specialities

#### Wire-frame mode

Again, you need all the sub-bosses and bosses to select this. Hold **L1 + L2** when selecting your fighter until the fighters square up to one another. Your view will change - you'll move into your fighter's head and watch the game from behind a green wire frame. It takes some getting used to but it certainly

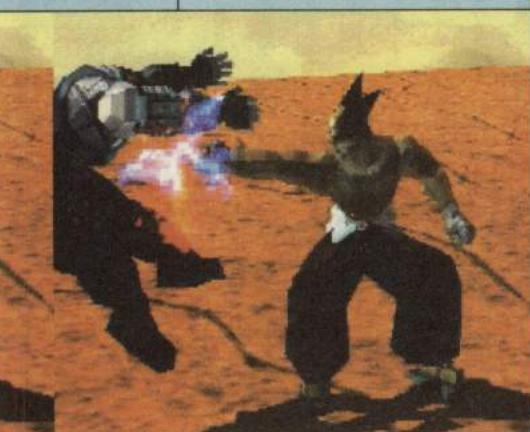
makes the fight more intense.

### Tekken kids mode

No Japanese fighting game would be complete without a Kids/Big Head mode. To inflate the fighter's heads and raise their voices a few octaves, hold down **Select** as soon as you choose your pugilist. Keep holding until they appear in their new form. Try it again to double the effect.

### Theatre Tekken 2

As well as being the best fighting game on the PlayStation, *Tekken 2* has some fantastic full-motion video cut scenes. To watch these over and over again, make sure there isn't a joypad in port 2, then hold down **↑/→ + Select + X + ●** when 'Namco Presents' appears on the screen. Pretty soon a new menu appears letting you watch all the endings and the three intros. To go to the normal game, press and hold **Start** and **Select**.



HOW TO...

# BE THE ULTIMATE DRIVER

The complete guide to this brilliant driving game is in the November issue of *Official Australian PlayStation Magazine*  
Every map! Every mission!  
On sale 27 October

COMING  
SOON!  
TO A STREET  
NEAR YOU

# reviewed rated ranked

With over 537 games rated over the next 30 pages, this should provide you with Australia's ultimate PlayStation buyer's guide. No technical jargon and no strange icons for you to decipher – just the good, bad and ugly of the PlayStation world in simple terms.

## A

### Ace Combat 2

Sony – Flight sim



Fantastic, full-on flight action, but you can finish it in a day.

### Adidas Power Soccer

Psygnosis – Soccer sim



The George Best of soccer sims: wild, eccentric, but captivating.

### Adidas Power Soccer 2

Psygnosis – Soccer sim



There are better soccer games about, but this has grit and flair.

### Adidas Power Soccer Int.

Psygnosis – Soccer sim



New modes and more realistic team and player abilities. Not much else.

### Adidas Power Soccer '98

Psygnosis – Soccer sim



Disappointing, often infuriating. Packed with minor glitches.

### Adventures Of Lomax

Psygnosis – Platformer



Fine looking, but very old-fashioned. Would have been ace on the SNES.

### AFL '99

EA – Australian Rules sim



At last an Aussie rules game for us Down Under. Not bad too!

### Agile Warrior

Virgin – Air combat sim



Unpolished flight 'em up with a few redeeming features.

### Air Combat

Sony – Air combat sim



Flashy Namco arcade

conversion. Too easy for unguarded acclaim.

### Aironauts

Jack of all Games – Flying shooter



Childish and largely irrelevant to most PlayStation owners.

### Air Race

THQ – Racing/flight sim



Pleasantly surprising. Obvious faults, but robust, fun-filled.

### AIY Evolution Global

Acclaim – Strategy



Snappily titled *Sim City* clone. Deep and challenging, but slow in places.

### Akuji the Heartless

Eidos – 3D adventure



Snuggles between *Doom* and *Tomb Raider*. No-nonsense adventure. And he is quite literally without a heart.

### Alien Trilogy

Acclaim – Shoot 'em up



Pants-wettingly scary *Doom* clone with focus on intellect and agility. Old but good.

### All Star Soccer

Eidos Interactive – Soccer sim



Comedy commentary tries to lift up this mediocre sim. It fails.

### All Star Tennis

Ubi Soft – Tennis sim



Not great for the lone player, but fun with a multi-tap. And not as good as *Anna*.

### Allied General

Mindscape – War game



Dated and graphically hideous war game with few gameplay plus points.

### Alone In The Dark

Infogrames – Action



One of the most picturesque and playable adventures around.

### Alundra

Psygnosis – Role-playing game



Zelda for the PlayStation. Absolutely addictive.

EDITED BY

**FIONA TOMARCHIO**



FIONA HAS WORKED IN BOTH THE COMPUTER AND VIDEOGAMES INDUSTRY FOR EIGHT YEARS. SHE HAS A NEAR-ENCYCLOPÆDIC KNOWLEDGE OF THE PLAYSTATION GAMES CURRENTLY AVAILABLE.

★★★★★ Buy! ★★★★ Great ★★★ Average ★★ Bad ★ Awful



**"The game... reveals increasing depth as you take on more difficult challengers."**

**Players:** 1-4

**Compatibility:** Memory Card (one block), Dual Shock and Multi Tap

**Graphics:** ★★★

Designed with a particular style in mind and for speed, not to show off Namco's 3D programming prowess.

**Gameplay:** ★★★★☆

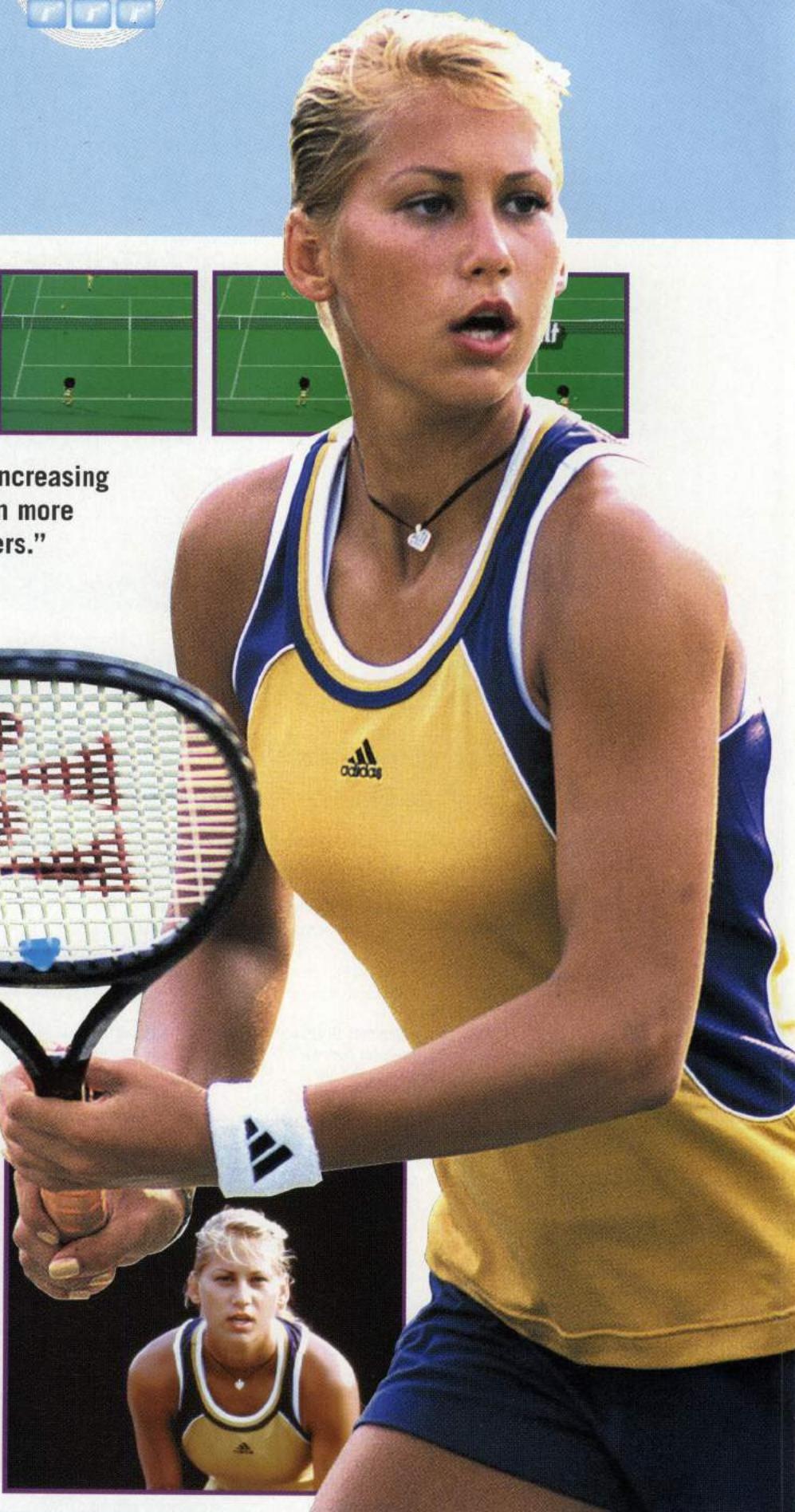
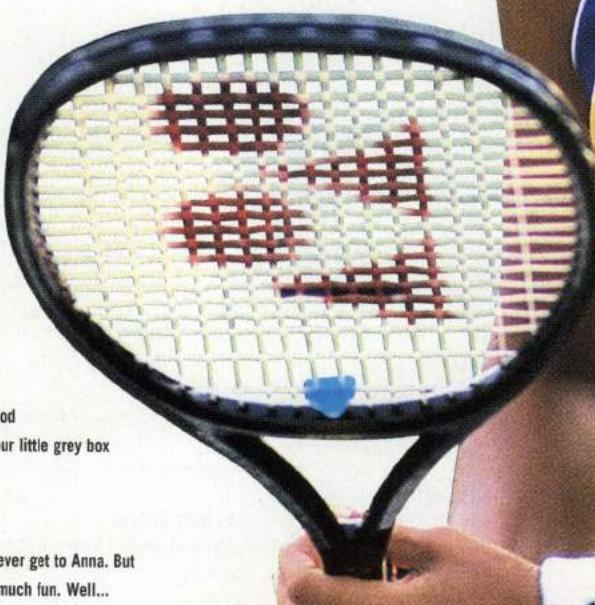
Fun and addictive, just like Anna!

**Lifespan:** ★★★★☆

Long difficult Tournament mode and good multiplayer support will keep this in your little grey box for a while.

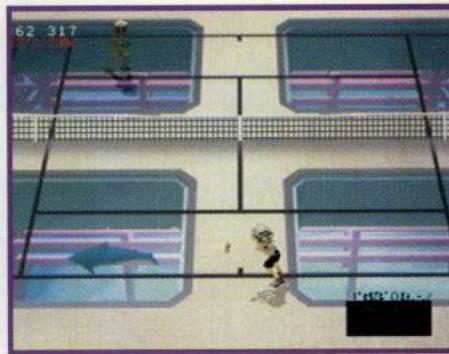
**Verdict:** ★★★★☆

Unfortunately this is the closest you'll ever get to Anna. But on the bright side it's probably just as much fun. Well...



## ANNA KOURNIKOVA'S SMASH COURT TENNIS

Sony - Arcade tennis



**"There isn't any bouncing or jiggling on the part (or parts) of Anna. Sorry."**

ANNA KOURNIKOVA'S ARRIVAL on the international scene has turned many a young male on to the delights of women's tennis. So it was only a matter of time before Namco came up with the bright idea of sticky-taping her onto the Japanese 1998 release of *Smash Court Tennis*, to attract a few hormone-driven sales. Fortunately, the revamped game also has a heap of new features.

But if you're hoping for photo-realistic 3D models of Kournikova and co, you're out of luck. Also, the gameplay balances different elements rather than slavishly sticking to real-world tennis.

The characters are drawn in a familiar anime style. While certainly taking a big load off the PSX's processor, this and the 2D graphics means

that there isn't any bouncing or jiggling on the part (or parts) of Anna. Sorry. Namco has gone for a cartoon feel, which also helps keep the speed up in four-player mode. It works well and the little figures stop you getting too confused in frantic four-player games.

Sometimes it's a bitch living in a PAL country and having to wait for releases of new titles, but the bonus here is Namco's additions to the PAL version: it's almost a new game.

Anna aside, there is a whole host of new goodies for PAL players. The best of these is the Smash Blast game, a multiplayer-only version of *Bomber Man* with tennis racquets. Two or four can play, aiming to make sure the ball is somewhere else when it explodes.

Namco has replaced the original 'RPG' mode with a Tournament mode, which is

where you can unlock the secret players and items in the game. The new players are cool characters like Heiachi from *Tekken 3* and Reiko from *Ridge Racer Type 4* and the items are basically special racquets with different abilities, though these can only be used in Exhibition and Smash Blast matches.

The game is deceptively simple but reveals increasing depth as you take on more difficult challengers. There are lots of players to choose from and many differ drastically in how they play. Some characters automatically dive for the ball, while others need to be pushed, so to speak. Some will move across court very quickly while others will hit particular shots more quickly than their opponents do.

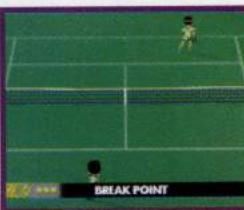
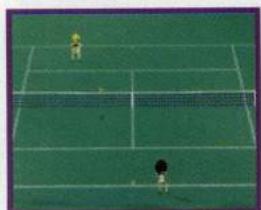
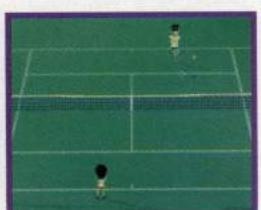
There are actually four Kournikovas in the game to allow players to use her

(ahem) right through, unlocking better and better versions as they go. Where *Anna Kournikova's Smash Court Tennis* really shines, though, is as a multiplayer game, particularly with four people. The 'simple to play but difficult to master'

philosophy of the game means that anyone can pick up a pad and be able to hit the ball over the net. Many multiplayer games are only fun if all the players have some experience and can 'hold their own' against the others – but not this one!



**alternatively**  
*Sampras Extreme Tennis*  
*Tennis Arena*



## ACTUALLY...



**Actua Golf**  
Gremlin – Golf sim

★★★

The fluid player animation and commentary are great. Fore!

**Actua Golf 2**  
Gremlin – Golf sim

★★★

Better graphics and new shots fail to hide gameplay limitations.

**Actua Golf 3**  
Gremlin – Golf sim

★★★

A dated control system makes this for the full-on golf fan only.

**Actua Ice Hockey**  
Gremlin – Ice hockey sim

★★★

Very ordinary game with slow graphics and many minor niggles.

**Actua Ice Hockey 2**  
Gremlin – Ice hockey sim

★★★

Nice try, but EA's NHL series wins on realism alone.

**Actua Soccer**  
Gremlin – Soccer sim

★★★

A slick, accomplished early bash at this overcrowded game genre.

**Actua Soccer 2**  
Gremlin – Soccer sim

★★★

A hard game to master, but stick with it. A great soccer game.

**Actua Soccer 3**  
Gremlin – Football sim

★★★

Not enough moves and fails to convey the sport's flowing nature.

**Actua Tennis**  
Gremlin – Tennis sim

★★

The infinitely more fun Smash Court Tennis games remain supreme.



**Andretti Racing '97**

EA – Racing sim

★★★

Varied, fun, but slightly clunky racer. Pales in comparison to *Ridge Racer*.

**Ape Escape**

Sony – Platformer

★★★★★

The best platformer yet. Instantly amusing and fun.

**Apocalypse**

Activision – Shoot 'em up

★★★★

Flawed, but has a *je ne sais quoi* that makes it stand out.

**Area 51**

GTI – Shoot 'em up

★★

Boring, repetitive, unforgivably slow *Time Crisis* forebear. Should be shot.

**Armoured Core**

Sony – Shoot 'em up

★★★★

Engrossing, weapons-grade mech action and variable missions, too.

**Assault**

TES – Shoot 'em up

★★★

Tension-relieving blasting, but with aiming problems and unfair deaths.

**Assault Rigs**

Psygnosis – Combat maze game

★★★

*Battle Zone*-inspired, hunt-and-blast title with a great two-player option.

**Asterix**

Infogrames – Platformer/strategy

★

A sub-standard fusion of a *Risk* clone and a dull collect 'em up.

**Asteroids**

Activision – Retro shoot 'em up

★★★

Fun, addictive, but never more than a blast from the past. Leave it in the arcades.

**Atari Collection 2, The**

GTI – Retro collection

★★★★

The best retro game compilation, but most games fail to hold their own.

**Atlantis**

Cryo – Point 'n' click adventure

★★

No looks or charisma. Try harder.

**Auto Destruct**

EA – Racing /strategy

★★★

Bones of the game are good but it soon becomes repetitive.

**Azure Dreams**

Konami – RPG

★★★

Intriguing but quirky, if it appeals to you, you'll be hooked for weeks.

**B**

**B-Movie**

GTI – Shoot 'em up

★★

Deep and manages to stay fresh despite a simple premise.

**BallBlazer**

EA – Future sport sim

★★★

Lacklustre update of the ancient Commodore 64 title. Stick to footy.

**Batman & Robin**

Acclaim – Arcade/adventure

★★

Too many ideas, none of which come to anything worthwhile.

**Battle Arena Toshinden**

Sony – Beat 'em up

★★★★

This weapons-based 3D punch-up is a key title which still impresses.

**Battle Arena Toshinden 2**

Sony – Beat 'em up

★★★

Thoroughly enjoyable arcade-style shoot 'em up.

**Blast Chamber**

Activision – Puzzler

★★★

Innovative and mentally challenging puzzle/shoot 'em up crossover.

**Blast Radius**

Psygnosis – Shoot 'em up

★★★★

Thoroughly enjoyable arcade-style shoot 'em up.

**Blasto**

Sony – Adventure

★★★

A cartoon cavalcade of insanity.

Disappointingly similar sequel which only adds extra graphical finesse.

**Battle Arena Toshinden 3**

Sony – Beat 'em up

★★★

Marginal better than its prequel, but still no contender for *Tekken*.

**Big Air**

EA – Snowboard sim

★★

The kind of game you'll only play when you're very bored.

**Big Hurt Baseball**

Acclaim – Baseball sim

★★

The visuals are really all that impress in this flawed sim.

**Bio Freaks**

GTI – Beat 'em up

★★★

Provides hearty laughter and bloodstained enjoyment. Good fun.

**Black Dawn**

EA – Air combat sim

★★★★

Decent helicopter game with good visuals and challenging missions.

**BLAM! Machinehead**

EA – Roam 'n' shoot

★★★

Nice-looking sci-fi blaster with the odd interesting touch.

**Blast Chamber**

Activision – Puzzler

★★★

Innovative and mentally challenging puzzle/shoot 'em up crossover.

**Blast Radius**

Psygnosis – Shoot 'em up

★★★★

Thoroughly enjoyable arcade-style shoot 'em up.

**Blasto**

Sony – Adventure

★★★

A cartoon cavalcade of insanity.

## ANDRETTI RACING — COLONY WARS

If only it was faster...

### Blaze & Blade: Eternal Quest

FunSoft - Role-playing game

★★★

Nice try, but not really very practical. Doesn't cut the mustard.

### Blood Omen: Legacy Of Kain

BMG - RPG

★★★

Ambitious yet limited hack 'n' slash affair riddled with small flaws.

### Bloodlines

Sony - Future sports

★★★

Hard and fast action in spurts, but very little else.

### Bloody Roar:

#### Hyper Beast Duel

Virgin - Beat 'em up

★★★★★

Lack of fighting-style variety, but heaps of strategy and a visual treat.

### Bloody Roar 2:

#### Bringer of the New Age

Virgin - Beat 'em up

★★★★★

A quick, responsive fighting machine with some strategy thrown in.

### Bomberman

Virgin - Arcade game

★★★

What's dull for one player is delicious for five.

### Bomberman Fantasy Racing

Virgin - Arcade racer

★★★

No amount of tricks can mask the awkwardness of your mounts. If only there was a four-player mode.

### Bomberman World

Sony - Arcade game

★★★

Adequate, but has irritating control foibles. Good multiplayer mode.

### Brahma Force

JVC - Shoot 'em up

★★★

Kileak returns, but with no real improvement.

### Break Point

Ocean - Tennis sim

★★★

Slightly over-complicated, but a good racquet workout nevertheless.

### Breath Of Fire III

Virgin - Role-playing game

★★★★★

Great-fun Japanese RPG. A cross between *Vandal-Hearts* and *Final Fantasy VII*.

### Broken Sword

Sony - Adventure

★★★★★

A beautifully crafted epic awash with atmosphere and Parisian chic.

### Broken Sword II: The Smoking Mirror

Sony - Adventure

★★★★★

One of the most atmospheric adventure games you can buy.

### Bubble

#### Bobble 2

Virgin - Platformer

★★★★★

Compelling gameplay. Cute graphics. Great longevity.

### Buggy

Gremlin - Racer

★★★

Fun, but ultimately lacks the polish modern gamers demand.

### Bugs Bunny: Lost in Time

Infogrammes - Platformer

★★★

Not a bad performance from the wise-cracking carrot-cruncher, although a little dated.

### Bug's life, A

Sony - 3D adventure

★★★

Only the utterly embryonic will glean anything from this family affair.

### Bushido Blade

Sony - Knife 'em up

★★★★★

Not for the squeamish, but a welcome revamp of an old genre.

### Bust a Groove

Sony - Dance 'em up

★★★★★

Almost arousing to watch, but occasionally repetitive to play. Great party game.



## BUST-A-MOVE

### Bust-A-Move 2

Acclaim - Puzzler

★★★★★

Simple, yet infuriatingly addictive, *Tetris*-style puzzler. A near legend.



### Bust-A-Move 3

Acclaim - Puzzler

★★★★★

The most addictive two-player game this side of chocolate.



### Capcom Generations

Capcom - Retro compilation

★★★

Most of the games don't translate well onto the PlayStation. For die hard fans only.

### Cardinal Sin

Sony - Beat 'em up

★★★

Quite cool really, but too easy and not enough variety.

### Carnage Heart

Sony - Combat strategy

★★★★★

Intensely absorbing, but mentally demanding.

### Casper

Sony - Puzzle game

★★★

Cutesy exploration title with a few new twists.

### Castlevania: Symphony of the Night

Sony - Platformer/adventure

★★★

Playable and vast, but lacking sparkle and proper 3D.

### Cheesy

Ocean - Platformer

★★★

Old-fashioned and out-dated platform romp with unfortunate title.

### Chessmaster 3D

Mindscape - Chess sim

★★★★★

Competent, nicely-presented chess title with classical soundtrack.

### Chessmaster 2

GT - Chess game

★★★★★

Obviously you've got to be a chess fan, but for those who are, this is great.

### Chill

Eidos - Snowboarding sim

★★

Proficient snowboarding game, but lacks anything innovative.

### Game

By - What

★★★★★

Blah blah blah blah blah blah blah blah blah blah.

### Circuit Breakers

Mindscape - Racing game

★★★★★

Addictive, clever, considered, top-down racing. Best with four players.

### Civilization II

Activision - Strategy

★★★★★

Incredibly addictive, involving and beautifully structured.

### Colin McRae Rally

Codemasters - Arcade racer

★★★★★

Compulsory purchase for racing fans.

### Colony Wars

Psygnosis - 3D space combat

★★★★★

Stunning and well designed, if you're prepared to make the effort.

### Colony Wars: Vengeance

Psygnosis - 3D space combat

★★★★★

A challenging and compelling space-combat game.

## COOL BANANAS

### Cool Boarders 2

Sony - Snowboarding sim



Detailed sports sim, supercool arcade racer plus wish-fulfilment.



### Command & Conquer

Virgin - Military strategy



Brilliant conversion of the God-like PC original. Make war, not love.

### Command & Conquer Red Alert: Retaliation

Virgin - Real-time military strategy



*Red Alert* fans will lap it up, but not much new here.

### Constructor

Acclaim - Management sim



You'll need a mouse to enjoy it, but too few titles have its depth.

### Courier Crisis

BMG - Bike 'em up



Loads of fun for half an hour, then utterly tedious.

### Crash Bandicoot

Sony - 3D platformer



A big, stylish and engrossing addition to a much-abused genre.

### Crash Bandicoot 2

Sony - 3D platformer



More of the same. Though still very pretty and great fun.

### Creature Shock

Data East - Shoot 'em up



Tricky controls and raw graphics conceal a challenging game.

### Cool Boarders 3

Sony - Snowboarding sim



It could have been indispensable. As it is, it's merely excellent.



Full-motion video experiment which fails as both game and experience.

### Critical Depth

GTE - Shoot 'em up



A decent-enough all-action game. Good fun on a rainy arvo.

### Criticom

Virgin - Beat 'em up



A challenging combat game that only reveals its depths with time.

### Croc

EA - 3D platformer



Superb graphics. The level design could be more imaginative, though.

### Croc 2

Fox - 3D platformer



Better, bigger and prettier. Can be frustratingly difficult.

### Crow: City Of Angels, The

Acclaim - Adventure



Hopelessly out-of-date conversion of an equally poor film. Stay away!

### Crusader: No Remorse

EA - Adventure



A decent future sports game, but not as good as the 16-bit *Speedball*.

### Crypt Killer

Konami - Shoot 'em up



Adequate but not very memorable conversion of an arcade shooter.

### Cyberia

Interplay - Adventure



Pre-rendered storybook adventure, which has always looked dated.



### D

#### Acclaim - Adventure



A well-produced and engrossing experience which ends too quickly.

### Dark Forces

Virgin - Shoot 'em up



A lazy, dated *Doom* clone. The Force is certainly not strong in this one.

### Darklight Conflict

EA - Space blaster



Satisfying shoot 'em up with a nod to *Elite* and bags of gameplay.

### Darkstalkers

Virgin - Beat 'em up



A sound enough beat 'em up, but no *Street Fighter Alpha*.

### Darkstalkers 3

Virgin - Beat 'em up



Will appeal to the hardcore fight fan.

### Dead Ball Zone

GTE - Future sports



A decent future sports game, but not as good as the 16-bit *Speedball*.

### Dead Or Alive

### Sony - Beat 'em up



Lots of polish and gameplay. But still secondary to *Tekken 3*.

### Deathtrap Dungeon

Eidos - Adventure



No *Tomb Raider* beater, but a solid, well-designed 3D romp.

### Defcon 5

Sony - Action/strategy



Tense, atmospheric strategy-centred shooter. *Doom* with a brain.

### Descent

Interplay - 3D blaster



Surprisingly good conversion of a great PC title. Huge and addictive.

### Descent 2

Interplay - 3D blaster



Impressive sequel which suffers through comparison to rivals.

### Devil Dice

Sony - Strategy/puzzle game



Eccentric puzzler that intrigues and frustrates. Needs plenty of patience.

### Diablo

EA - Role-playing/action game



Fun blend of arcade action and

RPG – easy to play, but not the best.

### Die Hard Trilogy

EA - Arcade adventure



Three good games for the price of one. Glitchy, but good value.

### Discworld

Psygnosis - Adventure



Tough point 'n' click puzzler which captures Pratchett's humour well.

### Discworld 2: Missing Presumed...?

Psygnosis - Adventure



If you're a Pratchett fan, buy it now. If you're not, don't.

### Disruptor

Interplay - Shoot 'em up



Stunning scenery, slick design. A great alternative to *Doom*.

### Diver's dream

Konami - Diving sim



A reasonable game that's over far too quickly. Just go in the sea instead.

### Dodgem Arena

Black Friar - Future sports sim



Soon loses appeal. Only obsessive *Wump Rat* hunters need apply.

## DESTRUCTIVE INFLUENCES

### Destruction Derby

Psygnosis - Racer



Exhilarating crash-and-smash racer let down by a few key faults.



### Destruction Derby 2

Psygnosis - Racer



A total visual and gameplay overhaul of the original title. Brilliant stuff.

~~CONFIDENTIAL~~

Date: 28.7.99

Investigative Period: 3/19, 28; 4/12, 17-19; 5/27-29; 6/14-17;  
7/6, 7, 16, 19/99

From:

Director, FBI

cc: Mr. Wyse

Mr. Beckett

To:

Office of Security

Mr. Todd  
Mr. McDonald

Subject:

DECLASSIFIED BY [Signature]

DECLASSIFIED ON 5 JUL 1999

CC: JO  
REO: REC  
JULY 1999  
BT  
EEG

Synopsis:

APPROPRIATE AGENCIES  
AND FIELD OFFICES  
ADVISED BY ROUTING  
SLIP (S) OF CLASSIFICATION  
DATE 11-8-78  
See

[Redacted]  
information and actual footage

[Redacted]  
four CD disks which contain detailed

[Redacted]  
has not been seen before. Believed to be an entirely new episode.



[Redacted]  
field agent [Redacted] and [Redacted] are believed missing. Recommend [Redacted] and [Redacted] are investigated immediately.

ALL INFORMATION CONTAINED  
HEREIN IS UNCLASSIFIED EXCEPT  
WHERE SHOWN OTHERWISE.

RECORDED - INDEXED - 90

105-40018-NR

b7c  
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Classified by 1678 RFP/RWS  
Declassify on GADR  
#236, 527

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[www.playstation.com.au](http://www.playstation.com.au)

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Nichols \_\_\_\_\_  
Boardman \_\_\_\_\_  
Belmont \_\_\_\_\_  
Massey \_\_\_\_\_  
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Tele. Room \_\_\_\_\_  
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12/11/1999



DO NOT UNDERESTIMATE THE POWER OF [Redacted]

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**DRIVER** GT - Car chaser ★★★★

"Gorgeous to look at and satisfying to play, it is damn near close to perfect." – PSM



alternatively

Destruction Derby 2  
Grand Theft Auto

★★★★★  
★★★★

Your mission: to nail Mr Big, whatever the panelbeating cost may be. Fortunately you're an undercover cop, so you have carte blanche to inflict more dings than a Sydney hailstorm. To succeed you undertake driving missions around four (recognisable) US cities in a variety of road weapons. There's no gunplay: only driving skills and a healthy contempt for road rules are required.



## DOOM — GEX 3D

<b>Doom</b>	<b>Epidemic</b>
GTi – Shoot 'em up	Sony – Shoot 'em up
★★★★★	★★★★★
The classic 3D blaster brought with spooky brilliance to the PlayStation.	A number of clever touches lift this above standard <i>Doom</i> -clone fare.
<b>Duke Nukem</b>	<b>Everybody's Golf</b>
GTi – Shoot 'em up	Sony – Golf game
★★★★★	★★★★★
Essential addition to your collection. A supreme one-player game.	Cute, well-packaged, very desirable. A superb little game.
<b>Duke Nukem: Time to Kill</b>	<b>Evil Zone</b>
GTi – 3D adventure	Titus – Beat 'em up
★★★★★	★★★★★
Nothing new but delivers all the goodies in one bundle. A joy to play.	Loads of neat touches and effects can't stop this being an also-ran.
<b>Dynasty Warriors</b>	<b>Excalibur 2555AD</b>
Ocean – Beat 'em up	Telstar – Adventure
★★★★★	★★★★★
Lacks the frantic appeal of <i>Soul Blade</i> , but still packs a punch.	Tolerable action adventure, overshadowed by <i>Tomb Raider</i> .

## E

<b>Earthworm Jim 2</b>
Virgin – Platformer
★★★★★
Adds little to the genre except a funny hero and cartoon graphics.

<b>Explosive Racing</b>
JMI – Racing game
★★★★★

<b>F</b>
----------

<b>FA Manager</b>
Eidos – Management sim
★★★★★
It's bad, but brilliant at the same time. Basically it's one for hardcore soccer fans only.
<b>Fade To Black</b>
EA – 3D adventure
★★★★★
Atmospheric adventure yarn which suffers a few niggling eccentricities.
<b>Felony 11-79</b>
ASCII – Racing game
★★★★★
A cartoon racer which tries hard to be different, sacrificing playability.

## THE WINNING FORMULA



<b>Formula 1</b>
Psygnosis – F1 sim
★★★★★

<b>Formula 1 '97</b>
Psygnosis – F1 sim
★★★★★

<b>Formula 1 '98</b>
Psygnosis – F1 sim
★★★★★

Inadequate in many ways, but its entertainment value masks its flaws.

<b>Final Doom</b>
GTi – Shoot 'em up
★★★★★

<b>Final Fantasy VII</b>
Sony – Role-playing game
★★★★★

<b>Fluid</b>
Sony – Interactive music
★★★★★

Relaxing post-club fare and other-world experience.

## Formula Karts: Special Edition

<b>Formula Karts: Special Edition</b>
Telstar – Racer
★★★★★

Great racer. Works well as a sim and as an arcade experience.

<b>Forsaken</b>
Acclaim – Shoot 'em up
★★★★★

Striking, fun to play, but inadequate feel of your craft lets it down.

<b>Future Cop: LAPD</b>
EA – Shoot 'em up
★★★★★

Surprisingly addictive. Two-player and single modes are excellent.

<b>G</b>
----------

<b>G-Darius</b>
THQ – Shoot 'em up
★★★★★

Some good gameplay marred by repetition and enemy firepower.

<b>Gex</b>
BMG – Platformer
★★★★★

Run-of-the-mill lizard-based jumper. Plenty of tasks, though.

<b>Gex 3D: Enter the Gecko</b>
BMG – 3D platformer
★★★★★



## FIFA V THE REST OF THE WORLD

<b>FIFA Soccer '96</b>
EA – Soccer sim
★★★★★

<b>FIFA '97</b>
EA – Soccer sim
★★★★★

<b>FIFA '98: World Cup</b>
EA – Soccer sim
★★★★★

<b>FIFA '99</b>
EA – Soccer sim
★★★★★

Pace and skill are coupled with a very instinctive control system in the latest edition.

## GEX: DEEP COVER GECKO— JURASSIC PARK

Polished, handsome and fun. Lacking only in innovation.

### Gex: Deep Cover Gecko

Eidos - 3D platformer

**★★★**

More of the same with knobs on, but enjoyable nonetheless.

### Ghost in the Shell

Sony - Shoot 'em up

**★★★★**

Manga-inspired with robo-spiders and oodles of explosions. Of course.

### Global Domination

Psygnosis - Strategy

**★★★**

Dull and ugly-looking. Tough and frustrating even for strategy buffs.

### Goal Storm

Konami - Soccer sim

**★★★**

Not as speedy as other arcade soccer titles, but more intuitive and stylish.

### G-Police

Psygnosis - Flight sim

**★★★★**

Intricate storyline, and some of the best dogfighting gameplay.

### Grand Theft Auto

BMG - Crim sim

**★★★★**

Controversial with iffy graphics – but addictive, original and hugely successful.

### Grand Theft Auto: London 1969

Take 2 - Crim sim

**★★★**

Does nothing new and has less content than the original.

### Granstream Saga

Sony - Role-playing game

**★★★**

Intriguing and frustrating by turns. Enjoyable to play – for a short while.

### Guardian's Crusade

Activision - Role-playing game

**★★★**

Colourful, but nothing here to thrill the dedicated RPG fan.

### Gunship 2000

Microprose - Shoot 'em up

**★★★**

Impressive helicopter flight sim with engrossing, varied missions.



### Hardcore 4x4

Gremlin - Racing sim

**★★★**

An original off-roader which suffers due to tight, restrictive courses.

### Hard Edge

Sunsoft - 3D arcade/adventure

**★★★**

Has a good idea, then lots of bad ones. A kiddie-graphics *Resident Evil*.

### Heart of Darkness

Infogrames - 2D adventure

**★★★**

Beautiful and cinematic, but with flawed gameplay.

### Hebereke's Popoitto

Marubeni Sanki Corp - Puzzler

**★★★**

Japanese puzzler which fails to

grab the attention like *Bust-A-Move 2*.

### Herc's Adventures

Virgin Interactive - Role-playing game/platform puzzler

**★★★**

Entertaining intro to the RPG, though really a platform game.

### Hercules

Sony - Platform adventure game

**★★★**

Fun but short-lived experience will appeal to younger players.

### Hexen

GTI - Shoot 'em up

**★★★**

Sword and sorcery-inspired *Doom* shenanigans.

Challenging but dated.

### Hi-Octane

EA - Racing game

**★★★**

Another futuristic racer which tries to match *Wipeout* – but doesn't.



### Impact Racing

JVC - Driving/shooting sim

**★★★**

Limited arcade racer which

excites initially, but soon becomes tiresome.

### In the Hunt

THQ - Shoot 'em up

**★★★**

Ye olde 2D shooter. Flawed and withered but challenging for a while.

### Independence Day

Fox - Shoot 'em up

**★★★**

As tacky and inept as the film, but not half as much fun. Pointless.

### International Track & Field

Konami - Sports sim

**★★★★**

Aching fingers aside, a bewilderingly addictive multiplayer sport frenzy.



### Jeremy McGrath Super Cross

Acclaim - Motorbike racing

**★★★**

Let down by sub-arcade controls. Could've been a hit.

### Jersey Devil

Ocean - Platformer

**★★★**

Original stab at the genre

which impresses unless played to death.

Nothing new, but huge, colourful and moreish.

### Jet Rider

Sony - Racing game

**★★★**

A complex, quirky racer which lacks the sensationalism of *F1* or *Wipeout*.

### Jet Rider 2

Sony - Racing game

**★★★**

Great bikes and physics, but the courses don't match its ambition.

### Johnny Bazookatone

US Gold - Platformer

**★★★**

Patience-baiting platform title with enough charm to keep you playing.

### Jonah Lomu Rugby

Codemasters - Rugby sim

**★★★★**

Not as big as the man himself, but it's challenging.

### Judge Dredd

Gremlin - Shoot 'em up

**★★**

Lovely smooth graphics, but ultimately disappointing.

### Jumping Flash

Sony - Platformer

**★★★**

Original stab at the genre which impresses unless played to death.

### Jumping Flash 2

Sony - Platformer

**★★★**

Better 3D visuals than the first, but still too easy. A good general introduction to platformers.

### Jurassic Park: The Lost World

EA - Platformer

**★**

Looks lovely, but the odd controls and often-poor level design annoy.

## INTERNATIONAL QUALITY

### ISS Deluxe

Konami - Football sim

**★★★★**

Dated graphics try to ruin a very playable game and thankfully fail.



### ISS Pro

Konami - Football sim

**★★★★**

Inconsistent yet immensely playable footy title. One of the finest.



### ISS Pro '98

Konami - Football sim

**★★★★★**

Rivalled only by *FIFA '99*. It's a close call but *ISS Pro '98* is still the best.



### Jumping Flash

Sony - Platformer

**★★★**

Original stab at the genre which impresses unless played to death.

### Jumping Flash 2

Sony - Platformer

**★★★**

Better 3D visuals than the first, but still too easy. A good general introduction to platformers.

### Jurassic Park: The Lost World

EA - Platformer

**★**

Looks lovely, but the odd controls and often-poor level design annoy.

## GRAN TURISMO

Sony - Sports car racer



"As perfect a racing game as you've ever seen" – PSM



If there has been a better driving simulation than *Gran Turismo*, we'll smash our PlayStation. It's still amazing. The graphics instantly impress, but what keeps you playing is the enormous challenge. There are over 250 real cars featured: they all handle differently and accurately. Controls are perfect. Buy it.

alternatively

TOCA: Touring Car Championship  
F1 '97



## KING'S FIELD — MONKEY HERO

### K

#### King's Field

Sony - Role-playing game



Horrible to look at, but an absorbing and addictive RPG.

#### KKND: Krossfire

Infogrames - Strategy/war game



Half-hearted real-time strategy game. There's nothing here that we haven't seen before.

#### Klonos: Door to Phantomile

Sony - Platformer



An entertaining story with cutesy cutaways, but old-timers will whizz through it in no time at all.

#### Knockout Kings '99

EA - Boxing sim



The top boxing sim at the moment, just knocking out *Victory Boxing 2* in the last round.

#### Konami Open Golf

Konami - Golf sim



The lack of polish, innovation or fun makes an average title.

#### Krazy Ivan

Psygnosis - Shoot 'em up



Slick as an, erm, oil slick but it sticks around for far less time.

#### Kula World

Sony - Puzzler



Excellently crafted and original. Gameplay can be frustrating – but that's probably the point.

#### Kurushi

Sony - Puzzler



What could be an enthralling mental workout is let down by a below-par two-player option.

### Kurushi Final

Sony - Puzzler



More of the original game with more to attempt.

### Legend

FunSoft - Chop 'em up



Seasoned gamers may find it limiting but its purity has a certain beauty.

### Legend of Kartia

Konami - Role-playing game



A great deal of depth in this solidly-constructed adventure.

### Lemmings 3D

Sony - Arcade puzzler



The classic puzzle game given a 3D facelift for the 32-bit generation.

### Lemmings Compilation

Psygnosis - Puzzler



A classic that retains its charm. If you get hooked, you'll keep playing.

### Liberogrande

Sony - Soccer sim



Selfless sacrifice. The choice for the purer soccer purist.

### Life Force Tenka

Psygnosis - Shoot 'em up



Monotonous gameplay and incoherent design. A bit dull, in other words.

### Little Big Adventure

EA - Arcade adventure



Visually charming but deeply flawed. A bit of a shame really as a lot of people were waiting a long time for this.

### Live Wire

SCI - Puzzler



A few too many extra features, but fun nonetheless.

### Loaded

Gremlin - Shoot 'em up



Marvellous lighting effects and frantic action.

### Lone Soldier

Telstar - Shoot 'em up



An annoying control system lets this blaster down. I

### Lost Vikings 2

Gremlin - Platformer



Old-fashioned multi-character puzzler. Still playable even now.

### Lucky Luke

Infogrames - Comic platformer



Fun children's title: plenty to look at and the levels are interesting.

### M

### Machine Hunter

Eidos - Shoot 'em up



A ground-breaking blaster for its time. Intelligent and fun.

### Madden '97

EA - American football sim



A fine title in the *Madden* series and a great sim in its own right.

### Madden '98

EA - American football sim



Even better than the last, though the graphics are disappointing.

### Madden NFL '99

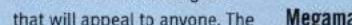
EA - American football sim



Combines 3D action, role-playing and laughs and so is likely to hook anyone willing to

### Megaman X4

Virgin Interactive - 2D shoot 'em up



Provides more challenges than most platformers.

### Men In Black

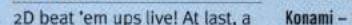
Gremlin - Adventure



Dull, drab, slow and frustrating. Avoid, avoid, avoid. Avoid.

### Metal Gear Solid

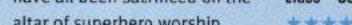
Konami - Sneak 'em up



The best game ever made. Unlike any other game ever made. Unputdownable and unforgettable.

### Michael Owen's WLS '99

Eidos - Soccer sim



Not a soccer sim championship contender, but a worthy mid-table outfit that merits perseverance.

### Mickey's Wild Adventure

Sony - Platformer



Not particularly wild or indeed adventurous, but fun anyway.

### Micro Machines V3

Codemasters - Racing game



Cute, addictive racing action with almost never-ending appeal. Highly recommended.

### Monaco Grand Prix

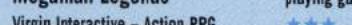
Ubi Soft - F1 racer



Despite its poor presentation and uncompromising handling, it's still better than F1 '98.

### Monkey Hero

Take 2 - Arcade adventure/Role-playing game



Too simple for the average gamer, but will appeal to youngsters. Many platform influences.

give it a chance.

## KENSEI

GTi – Beat 'em up



"A real victory for content over style, this demure fighter really packs a punch." – PSM



alternatively  
Tekken 3  
Soul Blade



It's an obsession with detail that makes *Kensei* stand out from the slew of *Tekken* wannabes. Play it in toe-to-toe fashion and you'll miss out on half the moves. There are sneaky arm grabs, 360-degree kicks, neck-breaking holds... It's a game that focuses on addictive gameplay, ensuring that it's built to last.

## MONSTER TRUCKS — NFL QUARTERBACK CLUB

### Monster Trucks

**Psynosis** — Racing game

★★★

The lack of true driving feel makes this more mouse than monster.

### Moto Racer

**EA** — Motorbike racer

★★★

Gets the adrenaline pumping, and keeps it flowing.

### Moto Racer 2

**EA** — Motorbike racer

★★★

Let down by many niggles and annoyances. Good, but not great.

### Motor Mash

**Ocean** — Driving game

★★★

Pace, sense of humour and overall quality, but from an old idea.

### Motor Toon GP2

**Sony** — Racing game

★★★

Gorgeous visuals and a wealth of courses. Shaky handling, though.

### Motorhead

**Gremlin** — Arcade racing game

★★★★★

A true adrenaline rush of a game, with a bundle of interesting ideas.

### Mr Domino

**JVC** — Puzzler

★★★

Unusual hero, unusual gameplay. A highly rewarding and original title.

### Music:

#### Music Creation for the PlayStation

**Codemasters** — Music creation

★★★★★

Hundreds of hip loops and demos to fiddle with. This is by far the best of the music and PlayStation crossovers that has appeared so far.



### Namco Museum Volume 3

**Namco** — Retro games collection

★★★

Only Galaxian and Phozon stand out in this coin-op history trawl.

### Namco Museum Volume 4

**Namco** — Retro games collection

★★

The penultimate title in the series sees only Ordyne still truly shining.

### Namco Museum Volume 5

**Namco** — Retro games collection

★★

Weaker than previous offerings but plenty of detail.

### Nanotek Warrior

**Virgin** — Shoot 'em up

★★

A little variation and a few more levels wouldn't have gone amiss.

### NASCAR Racing

**Sierra** — Racing game

★★

Crusty serious driving sim which really fails to convince. Really not a great game by any means.

### NASCAR '99

**EA** — Racer

★★

Tedious course design, abundantly average gameplay and plain dull.

### NBA Hangtime

**GTi** — Basketball sim

★★

Competent enough, but so are all the rest. We demand better.

### NBA: In the Zone

**Konami** — Basketball sim

★★

Moderately playable dribble 'em up. Okay, but *Total NBA* flattens it.

### NBA: In the Zone 2

**Konami** — Basketball sim

★★★

Clear improvement in graphics, gameplay and realism.

### NBA: In The Zone '99

**Konami** — Basketball sim

★★★

Full-motion video snippets and game options hide a fairly average game.

### NBA Jam Extreme

**Acclaim** — Basketball sim

★★★

Similar to the *Tournament Edition* in all but the new 3D visuals.

### NBA Jam Tournament Edition

**Acclaim** — Basketball sim

★★★

Dodgy-looking but admittedly fast, playable hoop-shooter.

### NBA Live '96

**EA** — Basketball sim

★★★

A moderately competent sim mixing realism with arcade acrobatics.

### NBA Live '97

**EA** — Basketball sim

★★★

A convincing sim that strays too much into management territory.

### NBA Live '98

**EA** — Basketball sim

★★★

Another year, another swanky EA update. Try turning it off: you can't.

### NBA Live '99

**EA** — Basketball sim

★★★★

Not only the best in the *NBA Live* series, but the best basketball game you'll find.

### NBA Pro '98

**Konami** — Sports sim

★★★

Finely balanced sim that'll provide hours of entertainment.

### NBA Pro '99

**Konami** — Sports sim

★★★

Sorry, it really is time to have another crack at designing this.

### Need For Speed

**EA** — Racing game

★★★

Rough around the edges, but an undeniably high fun factor.

### Need For Speed 2

**EA** — Racing game

★★★

Includes all the faults of the first title, but removes the fun.

### Need For Speed 3: Hot Pursuit

**EA** — Racing game

★★★

Great if you love car chases, with a great two-player mode.

### Need For Speed: Road Challenge

**Electronic Arts** — Racing game

★★★★

Eminently playable, even if it can't compete with *Ridge Racer Type 4*.

### Newman Haas Racing

**Electronic Arts** — Racing game

★★★★★

A great Indy Car adaptation of Psynosis' *F1* engine.

### NFL Blitz

**GTi** — American football sim

★★★★

One of the most addictive and playable sports games ever.

### NFL Gameday

**Sony** — American football sim

★★★

The first American football game on the PlayStation. Good fun, too.

### NFL Quarterback Club '97

**Acclaim** — American football sim

★★★

A smart interpretation of American football that tries nothing new.

## MERE MORTALS

### Mortal Kombat 3

**GTi** — Beat 'em up

★★★★★

An admittedly fun conversion, but it now suffers in comparison to the likes of Tekken.



### Mortal Kombat 4

**GTi** — Beat 'em up

★★★

The same old stuff trotted out with a fresh coat of pixels. Tedious.



### Mortal Kombat Trilogy

**GTi** — Beat 'em up

★★★

Fun fisticuffs, bullied out of the playground by the likes of Tekken. It's still good.



## 096 Australian PlayStation Collection



### ODDWORLD: ABE'S EXODDUS

GTi - 2D platformer



"A beautifully put-together game." – PSM

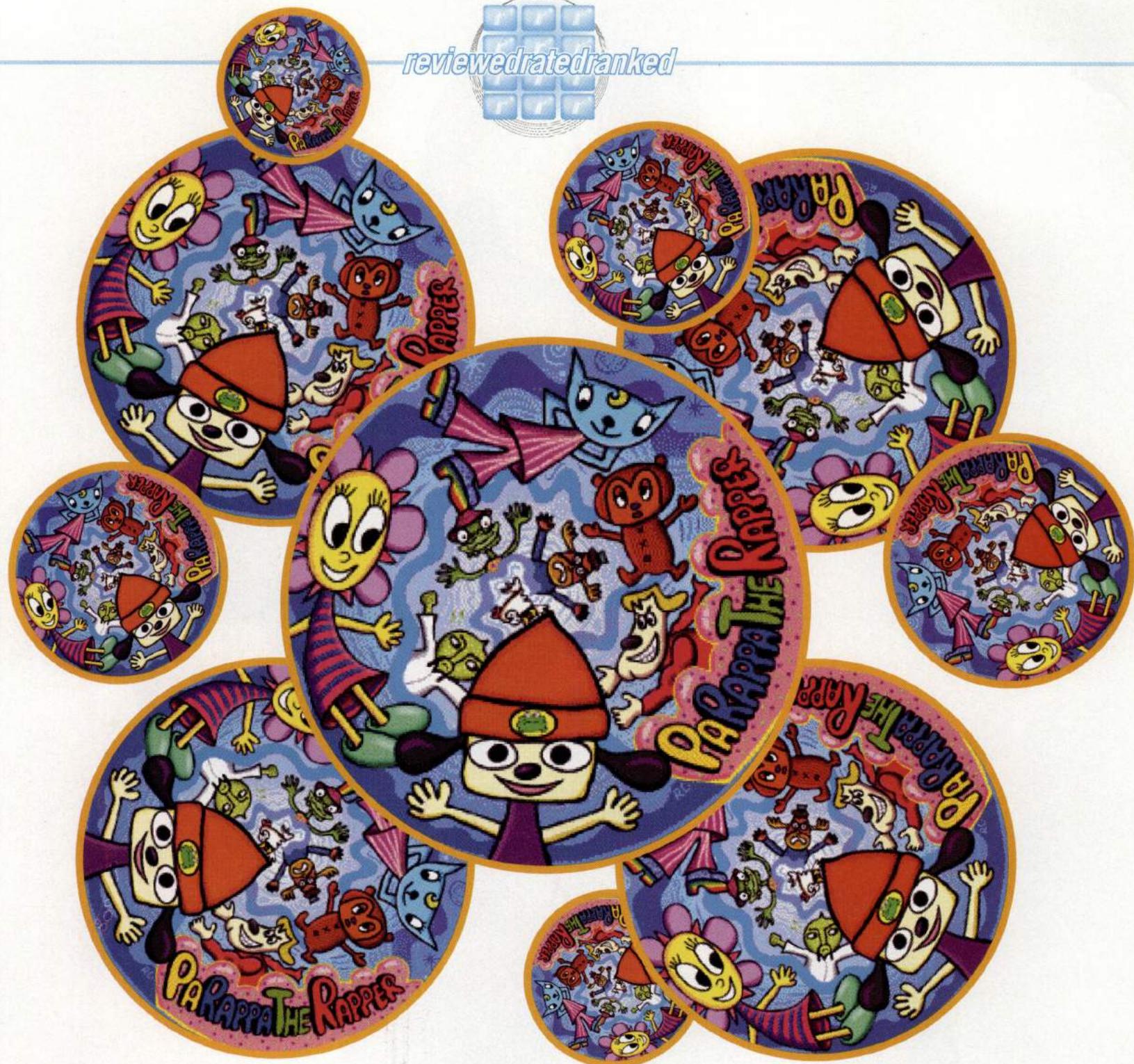


It looks old-fashioned but it's packed with playability and deranged humour. Our hero Abe's body is a weapon – or at least his farts are. He has to lead slaves to freedom, after slapping the hysterical ones to their senses. All part of the fun...

alternatively

Pandemonium  
Crash Bandicoot 3





## PARAPPA THE RAPPER

Sony - Musical fun!



**"Quirky, imaginative, fun and clever. A game to be enjoyed with friends and family."** — PSM



A simple concept in follow-the-leader button-pushing, *PaRappa* the created its own PlayStation niche. The eponymous *PaRappa*, a 2D, beanie-wearing kinda guy in a 3D world, must make beautiful music to win his true love. Well, he has to rap, anyway. It's zany, colourful, humorous stuff, and great fun with friends.

alternatively

*Bust a Groove*



## NFL EXTREME — POINT BLANK

### NFL Xtreme

Sony — American football sim

★★★

Fun for one and two players, but not quite extreme enough for us.

### NHL '97

EA — Ice hockey sim

★★★

A playable and visually superb hockey sim from EA.

### NHL '98

EA — Ice hockey sim

★★★

Fab graphics, gameplay and sound.

### NHL '99

EA — Ice hockey sim

★★★★

Still the king of the sticks. Now more clever and more violent!

### NHL Face Off

Sony — Ice hockey sim

★★★★

A worthy addition to the diminutive ice hockey genre. Exciting and fun.

### NHL Face Off '97

Sony — Ice hockey sim

★★★

Not much better than the first title, which makes it look a touch dated.

### NHL Face Off '99

Sony — Ice hockey sim

★★★★

A puck-whacking marvel of a game that finally beats EA.

### NHL Powerplay Hockey '96

Virgin — Ice hockey sim

★★★

A sprinkling of faults spoil this otherwise sturdy effort.

### Ninja: Shadow Of Darkness

Eidos — Slash 'em up

★★

Competent but stodgy, and feels rather rushed. Seasoned gamers will soon tire of it.

### Nuclear Strike

Virgin — Strategy shooter

★★★

An intriguing and varied 'copter sim, blemished by a few key faults.

### O.D.T.

Psynopsis — 3D adventure

★★★★

A decent game with a fresh plot, but not very user-friendly — initially.

### Off World

Interceptor Extreme

BMG — Driving game

★★

Tries to combine shoot 'em up and racer — and fluffs both.

### Olympic Games

US Gold — Sports sim

★★

Stumbles over the finishing line way behind *International Track & Field*.

### Olympic Soccer

US Gold — Soccer sim

★★★

A realistic but accessible attempt at the soccer genre. Plenty of depth.

### PGA Tour '96

EA — Golf sim

★★★

A well-produced and thoroughly addictive golfing experience. Lacks variety.



### Omega Boost

Sony — Shoot 'em up

★★★★

Will beguile you with its pretty exterior before bewildering you with its old-school play.

### One

ASC Games — Shoot 'em up

★★★

Frantic, thrilling, gorgeous, thought-provoking, but too damn small...

### OverBlood

EA — Adventure

★★★

An atmospheric opening gives way to an uninspiring adventure.

### Overboard!

Psynopsis — Shoot 'em up/puzzler

★★★★

Bonkers sail 'em up with a duff save system. Nice codpiece anyway.



### Pandemonium

BMG — Platformer

★★★★

Gorgeous platform romp. Derivative, but huge fun. A classic.

### TOUR OF DUTY

### PGA Tour '97

EA — Golf sim

★★★

Offers more of the same, but is still a top-of-the-range golf game.



### Pandemonium 2

BMG — Platformer

★★★★

Not the beast that was its predecessor, but still a gas.

### Panzer General

Mindscape — Strategy/war game

★★★★

The hexagonal graphics will put many punters off this playable title.

### Peak Performance

EA — Racing sim

★★★

Ambitious, but let down by the average game engine and graphics.

### Penny Racers

Sony — Racing game

★★

Cutesy racer which lacks that elusive driving feel. Average.

### Pet in TV

Sony — Tamagotchi game

★★

Too tedious for kids, and too unrewarding for adults.

### Phat Air Extreme

Snowboarding

Funsoft — Snowboarding sim

★★

Jerky and disjointed controls provide little game satisfaction.

### PGA Tour '98

EA — Golf sim

★★★★

Worth a look if you don't have any of the others in the series. Two-player game.



### Philosoma

Sony — Shoot 'em up

★★

A jack-of-all-shoot 'em ups which proves a master of none.

### Pitball

Time Warner — Futuristic sports sim

★★★

Difficult to get into but fun with perseverance.

### Pitfall 3D: Beyond the Jungle

Activision — Retro platformer

★★★

A solid platformer that makes good use of the third dimension.

Not for the easily frustrated.

### Plane Crazy

Sony — Flight sim

★★

Very basic flight sim that doesn't deserve your attention..

### Player Manager

Season '98'99

Infogrames — Soccer management sim

★★★

A thoroughly enjoyable game that'll please stats fans. The best in its field.

### PO'd

Interplay — Shoot 'em up

★★

Glitchy conversion with a few good ideas but nowhere to put them.

### Pocket Fighter

Virgin — Beat 'em up

★★★

Proof that 2D beat 'em ups are actually a worthy alternative to polygonal pugilism. This is a fun little fighter.

### Point Blank

Sony — Shooting game

★★★

Not as impressive as *Time Crisis*, but it has the same compulsive gameplay. A must get for gun fans.

## EVIL ZONE



**Resident Evil**  
Virgin - 3D Adventure

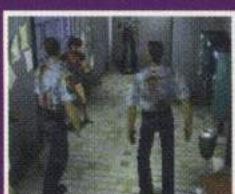
A secluded mansion has been used for years for top-secret biotechnic experiments. Recent attacks nearby have led to rumours of unnatural canines on the prowl – something has gone terribly wrong. Two teams are sent to investigate these strange and gruesome developments. The first disappears almost immediately. You're in the team which follows up... Such scene-setting and *Night of the Living Dead*-inspired tense atmospherics are what wowed the PlayStation world on *Resident Evil's* first release. It's creepy, pure and simple; it's almost a relief when a zombie leaps out and you can get shooting. Visuals and character modelling have moved on since the game's release, but it's still an engrossing adventure.

**Resident Evil: Director's Cut**  
Virgin - 3D Adventure

As its title suggests, this is the original game rehashed with new camera angles, shuffled-around objects and a higher zombie count, but nothing dramatically new otherwise. But if you missed the original, it's a great excuse to discover one of the greatest PlayStation adventures ever made.

**Resident Evil 2**  
Virgin - 3D Adventure

You obviously didn't do a very good zombie-eradicating job in the original game, because here they are, back again. *Resi 2*, set in a ruined city, is twice the size of the first outing with a corresponding higher monster count, so running out of ammo is a given. Run away! Run away! *Resi 2*'s look and feel are as dark, terrifying and involving as ever and the game looks fantastic. True, it's not the longest-lasting PlayStation adventure ever, taking maybe 10-15 hours to get through as both lead characters – but they'll be 10-15 hours that will leave your nerves stretched and clothes sweat-drenched. This classy game also improves on the replay value with such features as a hidden character only accessible by speedy play.



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## POOL HUSTLER — SLAM N JAM

### Rapid Racer

Sony - Racing game

★★★

Well designed, but more of a novelty than a thrilling racing experience.

### Rapid Reload

Sony - Platform shooter

★★

Short-lived arcade walk-and-shoot title. A fun but quick blast.

### Rascal

Psygnosis - Platformer

★★

Untaxing, insipid, uninspiring and impossible to control.

### Ray Storm

Virgin - Shoot 'em up

★★★

Fast, furious vertical scroller. Leaves the player breathless, but unfulfilled.

### Ray Tracer

Sony - Racing game

★★★

A fine arcade-style experience, which doesn't last long enough at home.

### Rayman

Ubi Soft - Platformer

★★★

Nice to look at, challenging, yet ever-so-slightly awkward platform affair.

### Reboot: Countdown to Chaos

EA - Shoot 'em up

★★★

Scenario and control system lend weight, but we've seen it all before.

### Red Alert

Virgin - Real-time strategy war game

★★★★★

A mammoth game. A classic. You must own this. Especially if you're the sort that likes to start wars.

### Reloaded

Gremlin - Shoot 'em up

★★★

One step nearer to *Tekken 3*.

Mindless fun for a time, but the new puzzles fail to puzzle for long.

### Retro Force

Psygnosis - Shoot 'em up

★★

Nostalgia gets the better of it and plunges it back to 1996.

### Return Fire

Time Warner - Arcade war game

★★★★

Brilliant two-player, head-to-head blast, with a touch of tactical depth.

### Ridge Racer

Sony - Racing game

★★★★★

The quintessential PlayStation racer in its day. Smooth, playable, unforgettable. Still not bad for \$40.

### Ridge Racer Revolution

Sony - Racing game

★★★★

The sequel to *Ridge Racer* improves the visuals a little, adds a couple of new features.

### Ridge Racer Type 4

Sony - Arcade racer

★★★★★

Those who are turned off by tuning engines will find their need for speed sated here.

### Riot

Psygnosis - Sports sim

★★★

Futuristic basketball derivative. More of a scuffle than a riot.

### Risk

Hasbro - Board game

★★

A game saved by its Ultimate Risk option. Rubbish.

### Rival Schools

Virgin - Beat 'em up

★★★★

One step nearer to *Tekken 3*. Perfectly balanced gameplay, excellent two-player mode.

### Road Rage

Konami - Racing sim

★★★

Another *Wipeout* clone which fails to generate tension or excitement.

### Road Rash

EA - Bike racing game

★★★

Formulaic racer that sounds like a medical complaint.

### Road Rash 3D

EA - Racing/fighting game

★★★

Above-average arcady racer. Definitely a matter of taste.

### Rock And Roll Racing 2

Interplay - Futuristic racer

★★★

Insipid, hollow, soulless fare. Brain-implodingly frustrating.

### Robo Pit

THQ - Arena combat

★★

Interesting 'build your own fighter' idea is ruined by dull gameplay.

### Robotron X

GTV - Shoot 'em up

★★

Provides 20 minutes of action-packed fun, then gets boring.

### Rogue Trip

GTV - Driving blaster

★★★

Predictable gameplay.

### Rosco McQueen

Sony - 3D shooter

★★★

Won't make your jaw drop, but it oozes playability.

### R-Type Delta

Sony - Retro blaster

★★★★

*R-Type Delta* is top fun – surely a game's only remit?

### R-Types

Virgin - Retro blaster

★★★★

A game saved by its Ultimate Risk option. Rubbish.

*R-Type Delta* is top fun – surely a game's only remit?

Flaming great. If you know who Jason King is, you'll think this is fab.

### Rugrats

THQ - Cartoon capers

★★★

Only for those of a single-figure age.

### Running Wild

Sony - Arcade racing

★★

A walnut-brained novelty racer.

### Sampras

Extreme Tennis

Codemasters - Tennis sim

★★★

Good, but not brilliant, tennis sim lacking the oomph of a true classic.

### San Francisco Rush

GTV - Arcade driving

★★

Buy a decent racer instead.

### S.C.A.R.S.

Ubi Soft - Racer

★★★★

A great racing game that will give *Circuit Breakers* a run for its money.

### Sentient

Psygnosis - 3D adventure

★★★

A fascinating, in-depth experience marred by the frustrating controls.

### Sentinel Returns

Psygnosis - No idea!

★★★

A sadly flawed version of one of the few original titles from olden times.

### Skull Monkeys

EA - 2D platformer

★★★

Polished and very playable, but ultimately repetitive.

*Slam 'n' Jam '96*

BMG - Basketball sim

★★★

Offers an all right one-player mode, but is overshadowed by finer titles.

shoot 'em up that lacks anything sensational.

### Shadow Master

Psygnosis - First-person shoot 'em up

★★

If *Doom*'s not pretty enough for you, maybe you'd prefer this balls-out blastfest. Then again...

### Shanghai True Valor

Sunsoft - Puzzler

★★★

Solid version of mah-jong, but there are better puzzlers out there.

### Shellshock

Core - Shoot 'em up

★★★

It's tanks, big guns and mindless destruction ahoy in this Core blaster.

### Shock Wave

Assault

EA - 3D shooter

★★

Easy-to-get-the-hang-of blaster which proves too simple to truly impress.

### Silent Hill

Konami - Horror adventure

★★★★★

From the makers of *Resident Evil* this is a fantastic game if a little too short.

### Sim City 2000

Maxis - Strategy

★★★

Poor looks and addictive gameplay clash in this build-a-town classic.

### Skull Monkeys

EA - 2D platformer

★★★

Polished and very playable, but ultimately repetitive.

### Slam 'n' Jam '96

BMG - Basketball sim

★★★

Offers an all right one-player mode, but is overshadowed by finer titles.



## ROLLCAGE Futuristic racer

★★★★★



**"Most tunnel and valley walls are curved so players can drive right up them."**

Rollcage is essentially *Wipeout* on wheels: a frantic futuristic racer where competitors pick up a selection of power-ups and then fire them at each other with hearty abandon. As with all fun driving games, getting started is easy. First you chose a game mode, then a vehicle. And then you race.

And, blimey, what a race. Opt for single-player mode and you get 11 different circuits to scorch through. Veterans of *Wipeout* will instantly recognise the scenery: chemical-tinted horizons of orange and red; skyscrapers and pipe-covered industrial complexes lining the track.

Action is the operative word. *Rollcage* is a rabid, violent, explosive experience. At times the scenery suffers in terms of detail and solidity because of the sheer velocity, but it's a worthwhile exchange. One-player mode is often a maddening but compulsive joyride, where a single second can see you rocketing from sixth to first or vice versa. Two-player is a wild, vicious, head-to-head blast that will see life-long friendships disintegrate in hours.

Each of the six vehicles features differing acceleration, speed and grip, but they all turn on five-cent piece like radio-controlled cars. They'll have you spinning out unless you exercise skill and subtlety. While it's great fun to see your vehicle hit an obstacle, spin into the air and then crash-land to finally rejoin the race, it can be frustrating when a slight jolt sends you careering into a sheer rock-face, necessitating several heart-exploding seconds of intricate manoeuvring.

Realism takes another kick up the rump thanks to *Rollcage*'s wild power-ups. The homing missiles and shield pick-ups come straight from *Wipeout* and there are

turbos, time warps, leader missiles, bonus tracks and secret routes. Fresh ideas? The ability to blast chunks from roadside scenery so that obstacles scatter all over the track. Then there's the time warp, which enables you to swap places with the driver in front – another sneaky treat certain to precipitate violence between friends. Finally, most tunnel and valley walls are curved so players can drive right up them and zoom along on the ceiling. Weird! *Rollcage*, although evidently inspired by *Wipeout*, takes its anarchic gameplay influence more from the likes of *Micro Machines*. Those who feel that the most skilful driver should win each race will spit the dummy when, say, they're just centimetres from the finishing line and the guy in distant second opens a worm-hole and steals the race. This isn't *Gran Turismo*.

However, anyone who says that there's no skill involved in *Rollcage* is missing the point. It's a mad, bad and dangerous pantomime of a game, and if you can abandon yourself to the chaos you'll have an astonishing time.



alternatively

*Circuit Breakers*  
*Wipeout 2097*

★★★★★  
★★★★★

**"Anyone who says that there's no skill involved in *Rollcage* is missing the point. It's a mad, bad and dangerous pantomime of a game, and if you can abandon yourself to the chaos you'll have an astonishing time."**



Players: 2  
Compatibility: Memory Card  
Graphics: ★★★★  
Futuristic, spookily atmospheric.  
Gameplay: ★★★★★  
Fast, furious, deliciously frustrating.  
Lifespan: ★★★★  
Many routes and two-player option ensure replay value.  
Verdict: ★★★★★  
Ace racing which offers many gameplay delights. Erratic handling may alienate racing purists, but try it in two-player mode to get addicted.



## STREETS AHEAD



**Street Fighter Alpha**  
Virgin - 2D beat 'em up



Proof that there's room for 2D tussling on the PlayStation.

**Street Fighter Alpha 2**  
Virgin - 2D beat 'em up



More proof that there's room for 2D tussling on the PlayStation.

**Street Fighter Alpha 3**  
Virgin - 2D beat 'em up



If you think gameplay is more important than graphics, then this is a knockout.

**Street Fighter Collection**  
Virgin - 2D beat 'em up



Despite being a bit of a missed opportunity, *SFC* is a little slice of gaming history.

**Street Fighter Collection 2**  
Virgin - 2D beat 'em up



For dedicated beat 'em up aficionados, it's prerequisite retro.

**Street Fighter EX + Alpha**  
Virgin - 3D beat 'em up



If you were a fan of the *SF2* titles, this game will seem like a second honeymoon.

**Street Fighter: The Movie**  
Virgin - Beat 'em up



Easily the worst title in the otherwise prestigious SF series. A frightful disappointment.



### Slamscape

MTV Interactive - Shoot 'em up



Flat, barren uninspiring blaster which thinks it's original. But it isn't.

### Small Soldiers

EA - Movie tie-in



Nothing to do with the film and very limp in its own right.

### Smash Court Tennis

Sony - Tennis sim



Colourful and quaint, if too slow for today's gamer. But ace fun.

### Snow Racer

Ocean - Winter sports sim



Excellent combination of skiing and snowboarding.

### Soccer '97

Eidos - Soccer sim



Rolling end-to-end action slightly compromised by poor visuals.

### Soul Blade

Sony - Beat 'em up



Great weapon-based fighter which slaps the ruddy face of *Toshinden*.

### Soul Reaver

Eidos - 3D action/adventure



Gorgeous gothic graphics, new gameplay tricks and structure make this extremely playable.

### Soviet Strike

EA - Combat flight sim



Short and unoriginal, but offers an addictive blast while it lasts.

### Space Hulk

EA - Action/adventure



Atmospheric sci-fi jaunt requiring strategic thought.

### Spawn: The Eternal

Sony - Adventure/beat 'em up



Matches *Cool Boarders 2* for ground-gliding thrills, but lacks tracks.

A disappointment. It lacks absorbing gameplay and visuals.

### Speed Freaks

Sony - Mini Racer



At last the PlayStation has its very own *Mario Kart*. And it was well worth the wait.

### Speedster

Psygnosis - Racer



Refreshingly different, but lacks the necessary speed and drive.

### Spice World

Sony - Um, spice 'em up. Maybe.



Rushed-out, non-game. Only for dedicated Spice boosters.

### Spider

BMG - Platformer



A novel lead character and brilliant controls mask a samey platformer.

### Sports Car GT

EA - Arcade racing game



A dreary, innately unappealing racing game. Kill it! Kill it!

### Spot Goes to Hollywood

Virgin - Platformer



Ugly, isometric effort which simply forgets to utilise all the lovable platform traditions.

### Spyro the Dragon

Sony - Platformer



Charming and polished, only spoiled by a lack of challenge early on.

### Star Gladiator

Virgin - Beat 'em up



Typically accessible yet tactically diverse Capcom fighter.

### Star Wars Episode 1: The Phantom Menace

Activision - Sci-fi action/adventure



The Force is strong in this one. A highly successful crossbreed of genres; a must for any Jedi.

### Star Wars:

**Masters of Teräs Käsi**

Virgin - Beat 'em up



A beat 'em up sheep in *Star Wars* clothing. Enjoyable but not perfect.

### Starblade Alpha

Sony - Shoot 'em up



A pleasant-looking but samey space blaster, lacking long-term appeal.

### StarFighter 3000

Telstar - Space combat



The tough flight model and mediocre graphics hinder an adequate game.

### Steel Harbinger

Mindscape - Shoot 'em up



Mildly entertaining shoot 'em up masquerading as a strategy game.

### Steel Reign

Sony - Tank shoot 'em up



Outstandingly average.

### Streak

GTI - Future boarding



Potential spoilt by awkward controls and lack of finish. Disappointing.

### Street Racer

Ubisoft - Racer



Polished cartoon graphics and honest gameplay.

### Street Skater

EA - Skateboarding



Matches *Cool Boarders 2* for ground-gliding thrills, but lacks tracks.

### Strikepoint: The Hex Missions

Elite - Shoot 'em up



### SHANE WARNE CRICKET

Codemasters - Cricket sim



"Quite simply one of the best sports games ever made"

Pedantic cricket fans may find fault with this gem of a sports sim, but at the end of the day, where else are they going to play a cricket game on the TV of this standard? Answer: Nowhere. This is a must-buy title for any sports fan.

#### alternatively

There are currently no alternatives to *Shane Warne Cricket*, although a cricket game from Electronic Arts is due out in the next few months.

## TEKKEN 3

Namco – Beat 'em up



It's the best fighting game ever made and perhaps the most played PlayStation game ever invented. A truly tremendous achievement which you must play.

alternatively

Tekken 1

Tekken 2



## STRIKEPOINT — TRAP RUNNER

<b>Syphon Filter</b> Sony - Shoot 'em up 	Fast and exciting, but lacks the satisfying complexity of rivals.	<b>Test Drive 5</b> EA - Arcade racing 	Lacks the depth of more serious competition.	<b>Time Commando</b> EA - Adventure 	Huge, graphically impressive yarn, compromised by fiddly controls.	<b>Total Drivin'</b> Ocean - Racing game 	A huge variety of tracks and cars, but for some reason it doesn't work as a single game.
<b>Striker '96</b> Time Warner - Soccer sim 	Like its commentator, Andy Gray, this game is fun but deeply flawed.	<b>T'ai Fu: Wrath of the Tiger</b> Activision - Beat 'em up/platformer 	Replete with great features and engrossing set pieces, but too short.	<b>Test Drive: Off Road</b> EA - Racing game 	An exceedingly average racer. Other titles are more worthy of your cash.	<b>Time Crisis</b> Sony - 3D arcade shoot 'em up 	The grooviest, bloodiest lightgun shoot 'em up there is.
<b>Sukoden</b> Konami - Role-playing game 	Histrionic Japanese RPG malarkey. Recommended for the converted.	<b>Tank Racer</b> Grolier - Tank racing 	Unfunny, uninvolving and downright awkward to play.	<b>Tetris Plus</b> JVC - Puzzle game 	The one-player game is okay, but the two-player option is poorly designed.	<b>Tobal No.1</b> Sony - 3D beat 'em up 	Boasts a fluid frame-rate and sound grasp of 3D, but lacks authority.
<b>Super Pang Collection</b> Ocean - Retro collection 	Three addictive old arcade puzzlers. Mildly taxing for a short while.	<b>Tempest X</b> Interplay - Shoot 'em up 	Ignore the ugly face and enjoy its fun-filled soul.	<b>Theme Hospital</b> EA - Hospital sim 	Intensely exciting.	<b>TOCA: Touring Car Championship</b> Codemasters - Racing simulation 	Excellent: realistic and fun; great graphics, physics and sound.
<b>Super Puzzle Fighter 2</b> Virgin - game 	Fans of puzzles will find this mad <i>Puyo Puyo</i> clone close to perfect.	<b>Tenchu</b> Activision - Slash 'em up 	Tough, smooth, nippy and above all legendary blaster.	<b>Theme Park</b> EA - Business sim 	Quirky, amusing, very clever, sometimes frustrating.	<b>TOCA 2: Touring Cars</b> Codemasters - Racing simulation 	An improvement on <i>TOCA</i> . Still one of the best racing games.
<b>Supersonic Racers</b> Mindscape - Racing game 	Ultra-competitive eight-player cartoon racer. Cute and playful.	<b>Tennis Arena</b> Ubi Soft - Tennis sim 	The ninja games aren't great. This one's serviceable.	<b>Three Lions</b> BMG - Soccer sim 	Enjoyable and limited. Rough and unfinished.	<b>Tokyo Highway Battle</b> THQ - Racing game 	Passable urban racer which takes place in city traffic.
<b>Swagman</b> Core - Arcade adventure 	Cores hard to please, but controls are far too frustrating. A damn shame.	<b>Test Drive 4</b> EA - Racing game 	Beautifully animated and imaginative. A worthy addition to the PlayStation's tennis-playing family.	<b>Thunderhawk 2</b> Core - Combat flight sim 	Gorgeous-looking, fast and fun, but it lacks depth.	<b>Tombi</b> Sony - Platform 	Puzzles and bizarre logic make this game appealing.
<b>Swing</b> Software 2000 - Puzzler 	Like juggling in an abacus... Definitely one for real puzzle freaks.	<b>Test Drive 4x4</b> EA - Arcade off-road racing 	Fantastic game play, mass destruction, interesting missions. Not at all bad.	<b>Tiger Woods '99</b> EA - Golf sim 	It can be fun, but ultimately	<b>Tommi Mäkinen Rally</b> Europress - Rally racer 	Disappointing when compared to other racers.
<b>Syndicate Wars</b> EA - Strategy action 	A superbly atmospheric, dark and challenging title. Not to be missed.	<b>Test Drive 4x4</b> EA - Arcade off-road racing 	Jagged graphics and irritating showbiz extras will be a turn off to many.	<b>Top Gun</b> Ocean - Shoot 'em up 		<b>Trap Runner</b> Konami - Strategy 	Reasonably proficient air combat sim. Not half as cheesy as the film.
						<b>Transport Tycoon</b> Ocean - Business management sim 	Set up and run a transport network. Marginally more fun than it sounds.
						<b>Trash It</b> Rage - Platform puzzler 	Full of original stuff, but gameplay flaws and measly time limits kill it.



### TOMB RAIDER 3 Eidos – Action adventure

★★★★★

"It'll keep you playing for literally months. It's an absolutely amazing adventure game"



Okay, so maybe you're fed up with seeing the big-breasted heroine in her green vest, but don't let cloud the fact that aside from the sexy PlayStation figurehead, this is a brilliant adventure game. The original was like nothing seen before, the sequels took PlayStation to new heights. It can't be bettered. Can it?

alternatively

Tomb Raider 1

Tomb Raider 2



## TRASH IT — WILD ARMS

### Treasures Of The Deep

Sony — 3D underwater shoot 'em up  
★★★

Treads the line between arcade and sim. Slow, but satisfyingly complex.

### Triple Play 2000

EA — Baseball sim  
★★★

A good-looking and playable sim. Its appeal remains inevitably limited.

### True Pinball

Ocean — Yep, pinball

★★★

A comprehensive simulation.

### Tunnel B1

Ocean — Shoot 'em up

★★★★

Visually accomplished blaster which frustrates as much as it engrosses.

### Twisted Metal

Sony — Crash 'em up

★★★

Crash-and-smash treat for two players; rather dull for one.

### Twisted Metal 2

Sony — Crash 'em up

★★★★

Stuffed with detail and thrilling racing action and crashing.

### UEFA

#### Champions League

Eidos — Soccer sim

★★★★

Looks and plays like a dream. *ISS Pro* and *FIFA* finally get a rival.

### Um Jammer Lammy

Sony — Musical fun

★★★★

The sequel to *PaRappa* is rockier, both musically and in game's terms.

### Ultimate Parodius Deluxe

Konami — Shoot 'em up

★★★

Nostalgic 2D blaster. Belongs to an age where coin-ops were 10 cents a go.

### Unholy War

Eidos — Strategy/combat

★★★

Good moments but ultimately of very little substance.

### Versailles

Cryo — Historical adventure

★★

Occasionally clever, mostly dull.

### Victory

#### Boxing

JVC — Boxing sim

★★★

Thinking man's beat 'em up with plenty of long-term challenge.

### Victory

#### Boxing 2

JVC — Boxing sim

★★★★

The best boxer around. Ish.

### V-2000

Grolier Interactive — Strategic shoot 'em up

★★★

Not recommended for the inexperienced or casual gamer.

### V-Rally

Ocean — Racing game

★★★★

Fine visuals and a plethora of tracks and cars combined to near excellence in this tricky racer.

### V-Rally 2

Infogrames — Rally race 'em up

★★★★★

An all-round gem of a game. If you've just bought a PlayStation, buy this. If you love rally cars, buy this too.

### Vandal-Hearts

Konami — Role-playing game

★★★★

A careful blend of riveting plot, cute animation and great gameplay. But dated in the face of *Crash Bandicoot* and *Spyro The Dragon*.

### V-ball:

#### Beach Volley Heroes

GTI — Arcade volleyball sim

★★★★

A very pleasant surprise: simple but lots of fun. Get a friend round.

Ugly as a pair of golfer's slacks, but challenging long-term.

### Virtual Pool

Interplay — Pool sim

★★★★

Superbly presented and robustly playable, but lacks the dark originality of *Pool Shark*.

### Viva Football

Virgin — Soccer sim

★★★

Bags of history and nostalgia, but still a pretty average kick-about.

### VMX Racing

Funsoft — Racer

★

Suffice to say VMX is the pits.

### VR Baseball

Interplay — Baseball sim

★★★

An unexciting and unemotional sim which is more laughable than real.

### Vs

THQ — Beat 'em up

★★★

Not the best, but sufficiently different to be worth buying.

as the original.

### Warhawk

Sony — Combat flight sim

★★★

Addictive and varied flight sim. A difficult but ultimately rewarding experience.

### WarZone 2100

Eidos — Real-time strategy

★★★★★

The best real-time strategy game available for the PlayStation, but not for the casual gamer who wants immediate gratification.

### Wayne Gretzky's 3D Hockey '98

GTI — Ice hockey sim

★★★

Its inadequacies are many, its long-term appeal low.

### WCW Nitro

THQ — 3D wrestling sim

★★★

Disappointing. Hamstrung by uninspired control mechanism.

### WCW Thunder

THQ — Wrestling sim

★

Appalling playability makes this unworthy of anyone's pocket money.

### WCW Vs

#### The World

THQ — Wrestling sim

★★★

Plenty of characters and great moves. But the gameplay's dull.

### Wild Arms

Sony — Role-playing game

★★★★

Slick, polished and above all, fun. A must for any RPG fan.

### Wild 9

Interplay — Platformer

★★★

Outdated and not as good as many other platformers.



### UEFA

#### Champions League

Eidos — Soccer sim

★★★★

Looks and plays like a dream. *ISS Pro* and *FIFA* finally get a rival.

### Um Jammer Lammy

Sony — Musical fun

★★★★

The sequel to *PaRappa* is rockier, both musically and in game's terms.

### Warcraft 2

EA — Combat strategy

★★★★

More depth and detail than *Command & Conquer*, but perhaps not quite as addictive.

### WarGames:

#### Defcon 1

EA — Shoot 'em up

★★★★★

Unchallenging, but plenty of missions and dual scenarios.

### WarGods

GTI — Beat 'em up

★★

Little more than a terrible 3D version of *Mortal Kombat*. Rusty and rigid.

### Warhammer

EA — War game

★★★★

A tough, challenging combo of war sim and God-game.

### Warhammer:

#### Dark Omen

EA — Real-time strategy

★★★★

Excellent fantasy strategy game with improved graphics and gameplay. Just as addictive

## OUT THERE!



### Wipeout

Sony - Futuristic racer

\*\*\*\*\*

Good grief: has it been that long? The original *Wipeout* was released in 1995, stunning reviewers with its slick visuals and cool ambient dance soundtrack from the likes of Orbital and Leftfield. It also sold fabulously well.

A futuristic 3D racing game in which you pilot beautifully rendered hover craft around a choice of six tracks, *Wipeout* demands a bit of serious application to the fine art of not-bouncing-off-the-walls before revealing its true appeal. Only when you have the skills to go fast do you get that speed fix. But it's all well worth the learning curve!

### Wipeout 2097

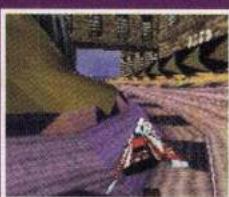
Sony - Futuristic racer

\*\*\*\*\*

Don't worry: you haven't missed 2095. *Wipeout* versions in between these two, *Wipeout 2097* is version number two and it rectifies some of the problems of the first version's steep learning curve. You can now trundle your way round early tracks without continual frustrating crashes – your wingtips spark off the walls rather than setting off a session of space ping-pong. To cater for the even faster ships, the six new tracks are also bigger with longer straights, allowing you to keep in your opponents in view for longer. They can all be attempted in any order, unlike in the first version. There are new power-ups and ways of stiffing your opponents, while the new soundtrack comes from bands like Underworld, the Prodigy, Fluke, Photek and the Chemical Brothers.

## ON THE CD

We have a demo version of *Wipeout 2097* on our cover CD. It features one of the best tracks in the entire game: the undulating nonsense that is Gare d'Europa. Lumped into the Rapier Class bracket, you get a two-lap race and the choice of Novice or Expert modes. Enjoy!



### Williams Arcade's Greatest Hits

GTI/Williams - Retro compilation

★★★

Age shall not weary them. Much. *Defender* is still the biz.

### Wing Commander III

EA - Space combat

★★★

Great movie, great acting. Gameplay? No, they forgot that.

### Wing Commander IV

EA - Space combat

★★★

A huge improvement on the previous title.

### Wing Over

JVC - Arcade flight sim

★★★

Nice idea, but average graphics and repetitive gameplay.

### Wing Over 2

JVC - Flight sim

★★★

Lots to do, all of it fiddly and horrible. Avoid this rust bucket.

### World Cup Golf

Ocean - Golf sim

★★★

Grasps the basics, but pales into insignificance next to *PGA Tour*.

### World League Basketball

Mindscape - Basketball sim

★★★

Very hard to get excited about – features too many nations that are staggeringly average.

### World League Soccer

Eidos - Soccer sim

★★★

A player that's always a challenge.

### Worms

Ocean - Puzzle game

★★★

Admirable originality but lacks visual style and lasting appeal.

### Wreckin Crew

Telstar - Arcade-style racer

★★★

A bright and pleasant change

from simulation-style games.

Not taxing, but fast and frantic.

### WWF: In Your House

Acclaim - Wrestling sim

★★★

Captures the rank stupidity of the sport, but looks basic and aged.

### WWF War Zone

Acclaim - Wrestling sim

★★★

A good-looking title, but let down by the usual grappling suspects. It still sells well.

### WWF Wrestlemania

Acclaim - Wrestling sim

★★★★

A genuine contender. Amusing and more fun than other pofaced fighters of the time.



### X Games Pro Boarders

Sony - Snowboarding sim

★★★

Very cool, but superficial gameplay lets it down.

### X-Com: Enemy Unknown

Microprose - Strategy

★★★★

Atmospheric and complex. Constantly demanding.

### X-Com: Terror From The Deep

Microprose - Strategy

★★★★

Just as addictive and compelling as the first.

### Xenocracy

Grolier Interactive - Shoot 'em up

★★★

Too simple shooting. Disappointing game with disappointing graphics.

### Xevious 3D/G+

Sony - Shoot 'em up

★★★

Four versions of the classic blaster including a slick 3D update.

### X-Men: Children Of The Atom

Acclaim - 2D beat 'em up

★★★

Good conversion of an arcade game that's showing its age.

### X-Men Vs Street Fighter EX

Virgin - Beat 'em up

★★★★

Why settle for a stylised comic-book when you have *Tekken 3*?



### Yoyo's Puzzle Park

JVC - Cute puzzler

★★★

It won't keep you up till four in the morning, *Bust-A-Move*-style, but it's good clean fun.



### Z

Sony - Real-time strategy game

★★★

Has its moments. But they are few and far between.

### Zero Divide

Ocean - 3D beat 'em up

★★★★

Innovative combat style makes up for a deficit of opening appeal.

### Zero Divide 2

Sony - 3D beat 'em up

★★★★

Average and really rather disappointing fighting game.

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**EXCLUSIVE PLAYSTATION DEMOS**FINAL FANTASY VIII, QUAKE II, METAL GEAR SOLID: SPECIAL MISSIONS,  
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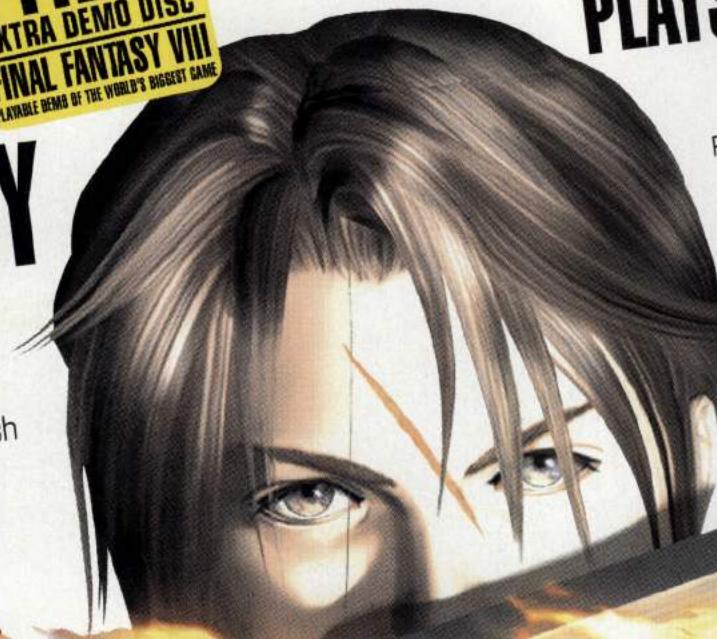
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# PlayStation

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TOCA 3 • TOMB RAIDER 4 • WIN A \$2500 MOUNTAIN BIKE**on sale oct 27**

# Double Disc Issue

The advertisement features two PlayStation game covers side-by-side. On the left is the cover for **Dino Crisis**, which includes a "PLAYABLE DEMO" section listing games like Dino Crisis, MGS: Special Missions, This is Soccer, Quake 2, Soul Reaver, 40 Winks, and Tarzan. It also has an "ON VIDEO" section listing Crash Team Racing, Final Fantasy VIII, and Leftfield. A yellow circle on the right contains the text "EVERY NEW GAME REVIEWED AND RATED!". On the right is the cover for **Final Fantasy VIII**, which features a woman with horns and the text "EXCLUSIVE! The Sequel to the World's Best-Selling game is here...". Both covers include the PlayStation logo and "PAL" rating.

## Free! Final Fantasy VIII disc

World exclusive playable demo of the sequel to the world's best-selling game!

REVIEWED: FINAL FANTASY VIII • CRASH TEAM RACING • 40 WINKS • MISSION IMPOSSIBLE •  
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Tekken 3 - Playable

Tomb Raider 3 - Playable

and many many more!

## IT'S CHRISTMAS TIME...

And your saviour is born:

*Official Australian PlayStation Christmas Special*

What to buy your whole family from the world of PlayStation, where to buy it the cheapest, and which member of the family would appreciate it most. How to bag the bargains and how to avoid the turkeys.

Don't buy another game this Christmas until you've read this!

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# LET'S GET READY TO RUMBLE



"READY TO RUMBLE  
WAS ARGUABLY  
THE GAME OF  
THE (E3) SHOW  
ACROSS THE BOARD  
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 PlayStation

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